



# MODERN MAGIC

## VOLUME TWO



**by Eric Cagle, Rich Redman,  
Mat Smith, and Stan!**





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# Introduction

When most people hear words like “magic” and “spellcaster,” their minds immediately bring up images of burlap-robed sorcerers working over wrought-iron cauldrons in the dark shadows of a dank dungeon. For many, magic is something that belongs to the past, a notion that has as much bearing on modern settings and roleplaying games as leeches do on modern medicine. Well, we’re here to tell you, that just ain’t so.

Magic is alive and well in modern fiction and modern roleplaying. The problem is, too often it is merely medieval magic transplanted into the future—beliefs, practices, and applications that remain unchanged though hundreds or thousands of years from their origins. Nothing survives that long intact; each new generation uses its politics, mores, and understanding of the world to modify everything from medicine to religion. Though a person may be part of a tradition that stretches back several generations—membership in an ancient fraternal order, or adherence to a particular philosophy or ideology—his modern form of participation likely bears only superficial resemblance to what was done by the originators. It is silly, therefore, to think that magic—real magic—would survive through the ages without evolving in some way.

*Modern Magic, Volume Two* (along with its companion volume) has two goals. The first is to add a modern sensibility to traditional roleplaying magic. We have tried to determine what sorts of spells and items today’s arcanists would develop if the modern d20 System spellcasting rules really worked in the world outside your window. Some of them are deadly serious, others are more whimsical, but they represent the broad vision and varied applications that we as a species bring to everything from science to the arts.

The book’s second goal is to expand the modern d20 System’s magical repertoire by bringing in real world beliefs and practices. There are many religions and philosophies that speak of spellcasting, items of power, and supernatural creatures. Some are easy to replicate with the existing rules, but *Modern Magic, Volume Two* (along with *Volume One*) provides the basis for bringing more complex magical traditions into your game.

## What’s In This Book?

Chapter One provides a spellbook full of new spells with a modern twist. Anyone can import medieval spells from fantasy

d20 System products, but these are crafted with the modern spellcaster in mind.

Chapter Two contains everything you need to bring Voudon magic to your campaign. It provides background information on the Loa—spiritual creatures who grant magic to (and occasionally take over the bodies of) their followers—as well as rules for spellcasters who deal with the Loa and creatures known as *djab*.

Chapter Three deals with the ways that non-spellcasters can protect themselves from magical forces. It also talks about using forensic evidence gathering techniques on crime scenes where magic was used. Finally, it introduces the Arcane Investigator—a new prestige class for mundane characters who deal with supernatural crimes.

Chapter Four contains a plethora of new FX items—not just the usual wands and staves, but equipment designed to meld smoothly into your heroes’ modern lifestyles.

## How To Use This Book

*Modern Magic, Volume Two* simply functions as a companion to your other modern d20 System books. Once your GM approves the use of various chapters, keep them handy whenever your heroes level up. When your spellcaster gains spell slots, refer to Chapter One. When your character has the option to buy new equipment, turn to Chapter Four.

If you make a hero using the new rules in Chapter Two or Chapter Three, you may have to refer to the material several times each game session until you become intimately familiar with their details.

## For The Game Master

We understand that the single biggest concern for you as a GM is whether or not new source material will unbalance your campaign. It is important that you know how this new material synchs up with your existing books (particularly the core rules).

All of the designers, developers, and editors on in *Modern Magic, Volume Two* are people you will find on the credits pages of the official modern d20 System books published by Wizards of the Coast. We have applied the same stringent design philosophy, editorial standards, and game knowledge we use when working for Wizards. In other words, this is exactly the book we would have written for Wizards, had they put a book like this on their schedule.

# Chapter One: Spells

We live in a world where virtually all commercially available goods or services may be custom-tailored to fit a specific individual's tastes or desires. It only makes sense that spellcasters would be driven to seek out or create spells that suit their particular needs as well. Many are created to assist with day-to-day living and labor while others are formulated with specific combat or clandestine use in mind. Inspired by a variety of sources such as books, movies, television, comics, hobby gaming, mundane life, or a more adventurous lifestyle, the spells created by modern spellcasters are as varied as they are versatile. The following spells are just a sampling of the eclectic and ever-expanding array of magic spells available to the modern spellcaster.

## Arcane Spells

### 0- level Arcane Spells

**Flashpaint**—Permanently changes the color of a vehicle.  
**Jargon**—Provides a bonus to some Knowledge skill checks.  
**Welding Touch**—Intense energy, capable of either fusing or cutting metal, springs from the caster's fingertip.

### 1st- level Arcane Spells

**Be the Ball**—+10 to a single physical skill check.  
**Cellular Barrage**—All cell phones in area ring constantly.  
**Download Skill**—+5 bonus to a single skill for a short time.  
**Light-Gathering Eyes**—Target gains low-light vision.  
**Point-N-Shoot**—Phantom camera stores photos on real film.  
**Tinnitus**—Ringing in ears causes disorientation and distraction.

### 2nd- level Arcane Spells

**Autopilot**—Vehicle drives itself, guided by verbal commands.  
**Blowout**—Causes 1d4 tires on a vehicle to burst.  
**Ectodermis**—Chitinous armor protects the target.  
**Floor It**—Increases a vehicle's current and top speed.  
**Kill Switch**—Shuts down a target vehicle or machine.  
**Questionnaire**—Subject answers yes/no questions truthfully.  
**Sparkly Shiny**—Target object mesmerizes viewers.  
**Zonk**—Touched creature falls asleep.

### 3rd- level Arcane Spells

**Gender Bender**—Temporarily alters subject's appearance to that of the opposite gender.  
**Hand Grenade**—Caster may throw pantomimed grenades.  
**Hand Gun, Greater**—Pantomimed longarm fires phantom ammo for real damage.  
**Object to Ink**—Transforms an object into a tattoo and back.  
**Rebroadcast**—Causes one CCTV surveillance camera to re-send the previous minute's input.  
**Vertigo**—Target is stunned, then nauseated.  
**Yardbird**—Subject is compelled to loiter in a specified area.

### 4th- level Arcane Spells

**Autopilot, Greater**—Vehicle drives itself and may perform simple maneuvers.  
**Cranial Hard Drive**—Subject may download data to his brain.

## Divine Spells

### 1st- level Divine Spells

**Be the Ball**—+10 to a single physical skill check.  
**Jargon**—Provides a bonus to some Knowledge skill checks.  
**Questionnaire**—Subject answers yes/no questions truthfully.  
**Sparkly Shiny**—Target object mesmerizes viewers.  
**Tinnitus**—Ringing in ears causes disorientation and distraction.

### 2nd- level Divine Spells

**Bloodcurdling Scream**—All enemies become shaken.  
**Ectodermis**—Chitinous armor protects the target.  
**Sympathetic Sound**—Caster may hear through subject's ears.  
**Yardbird**—Subject is compelled to loiter in a specified area.  
**Zen Focus**—Take 10 on skill checks, even under stress.

### 3rd- level Divine Spells

**Divine Copilot**—Re-roll failed Driving/Piloting checks.  
**Sympathetic Sight**—Caster may see through subject's eyes.

### 4th- level Divine Spells

**Carillon**—Chimes benefit allies and hinder enemies in combat.  
**Instant Fame**—+5 to reputation checks.

## Spell Descriptions

The spells listed below are presented in alphabetical order.

### Autopilot

Transmutation

**Level:** Arcane 2; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch; **Target:** One motor vehicle; **Duration:** 10 minutes/level or until dispelled (see text); **Saving Throw:** None; **Spell Resistance:** No

A car, boat, aircraft or other motorized vehicle with an *autopilot* is capable of driving itself under normal driving conditions. The vehicle is not capable of navigation, but it can follow the road it is on, obey driving laws, and avoid other vehicles. The caster may issue verbal commands (one per round, as a free action) to the vehicle to force it to speed up, slow down, maintain speed, turn, stop, or go. Any kind of extreme condition, circumstance, or event that forces the *autopilot* to make a Drive (or Pilot) check with a DC greater than 5 immediately ends the spell, thus failing the check.

Anyone may "override" the *autopilot* by taking active control of the vehicle as a free action. Overriding the *autopilot*



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in this way does not end the spell or affect its duration; it only supercedes the *autopilot's* control as long as someone is actively driving the vehicle. A person who has taken control of a vehicle in this manner may execute maneuvers that require Drive checks with DCs greater than 5 without affecting the *autopilot*.

*Focus:* A dashboard figurine.

### Autopilot, Greater

Transmutation

**Level:** Arcane 4; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch; **Target:** One motor vehicle; **Duration:** 1 hour/level or until dispelled (see text); **Saving Throw:** None; **Spell Resistance:** No

This spell functions identically to *autopilot*, except that the vehicle is capable of driving itself under slightly more difficult circumstances. Additionally, if the vehicle has an on-board GPS/mapping computer installed, it is capable of following a pre-programmed route.

A vehicle under the influence of a *greater autopilot* is capable of performing simple maneuvers (described in Chapter Five: Combat in the *d20 Modern Roleplaying Game*) and handling more challenging driving conditions.

Any kind of extreme condition, circumstance, or event that forces the vehicle to make a Drive check with a DC greater than 10 immediately dispels the *greater autopilot*, thus failing the check.

*Focus:* A dashboard figurine.

### Be the Ball

Enchantment [Mind-Affecting]

**Level:** Divine 1, Arcane 1; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** Until used or 1 minute/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

This spell imparts a single-minded intensity that allows the affected person to focus on the task at hand to such an extent that he gains a +10 insight bonus to a single physical action (e.g., firing a single shot, picking a lock, sinking a challenging putt, walking a tightrope).

*Focus:* A golf ball.

### Bloodcurdling Scream

Necromancy [Fear, Mind-Affecting, Sonic]

**Level:** Divine 2; **Components:** V; **Casting Time:** Attack action; **Range:** Personal; **Area:** 25 ft. + 5 ft./level emanation; **Duration:** 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

You let out a nerve-rattling scream that causes enemy living creatures to become shaken for the duration of the spell (see the Character Condition Summary sidebar of Chapter Five: Combat in the *d20 Modern Roleplaying Game*). Creatures entering the area after the casting, but before the end of the duration, are not affected.

### Blowout

Transmutation

**Level:** Arcane 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One vehicle with tires; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** Yes

This spell causes 1d4 tires on a wheeled vehicle to suddenly burst. (The GM determines which tires are affected.) If the vehicle is in motion, the driver must immediately make a Drive check, with the DC based on how many of the vehicle's tires are flattened.

#### Flat Tires Drive Check DC

Flat Tires	Drive Check DC
1	15
2	19
3	23
4	27

A vehicle with more than half its tires destroyed can travel no faster than street speed. (For the effects of driving a vehicle with flat tires, refer to Losing Control in Chapter Five: Combat in the *d20 Modern Roleplaying Game*.)

*Material Component:* Four thumbtacks, nails, or other small, sharp objects.

### Carillon

Enchantment [Mind-Affecting, Sonic]

**Level:** Divine 4; **Components:** F; **Casting Time:** Attack action; **Range:** Personal; **Area:** All creatures within 50 ft.; **Duration:** 1 minute/level (D); **Saving Throw:** Will negates; **Spell Resistance:** Yes

Resonating chimes uplift your allies and disconcert your enemies. Allies gain a morale bonus of +1 per caster level to attack rolls and saving throws against fear effects, while enemies suffer a penalty of -1 per caster level to attack rolls and saving throws against fear effects. Additionally, all affected creatures receive a +2 circumstance bonus to saving throws against other sonic effects.

When *carillon* expires, or upon leaving the targeted area, all affected enemies are deafened for an amount of time equal to double that of the duration of the spell. (See the "Character Condition Summary" sidebar in Chapter Five: Combat in the *d20 Modern Roleplaying Game*.)

Creatures that are deafened or otherwise unable to hear the divine tintinnabulation of the *carillon* when first exposed to it are not affected. Any such hearing protection must be complete; simply sticking one's fingers in one's ears won't prevent the effect.

*Focus:* A brass hand bell.

### Cellular Barrage

Evocation

**Level:** Arcane 1; **Components:** S, F; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Area:** 50-foot radius emanation; **Duration:** 1 minute/level; **Saving Throw:** None (see text); **Spell Resistance:** No

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Upon casting this spell, all cellular phones within the affected area begin to ring incessantly as if someone were calling, letting it ring once, hanging up, and calling again—over and over. Call ID- and Caller ID-type functions display “Unknown” as the source of the repeated calls.

If a cellular phone in the area is in use when *cellular barrage* is cast, the phone is cut off, as if it had lost its signal. Thereafter, it is treated the same as any other cellular phone.

Dialing out on a cell phone inside the area affected by a *cellular barrage* is possible, by first making a successful Reflex saving throw (before each call attempted).

Shutting off a cell phone stops the effects of *cellular barrage*, but only while powered off. If a phone is shut off and then turned on again before the spell's duration ends, the phone begins ringing again.

The cacophony of ringing cell phones increases Listen check DCs by +1 for every two phones affected by the *cellular barrage*.

*Focus:* An operational cellular phone.

### Cranial Hard Drive

Enchantment

**Level:** Arcane 4; **Components:** S, F; **Casting Time:** One minute; **Range:** Touch; **Target:** One personal computer or data storage device; **Duration:** 30 minutes/level; **Saving Throw:** None; **Spell Resistance:** Yes

This spell allows the caster to copy all the data from a personal computer, external hard drive, or other data storage device (up to 1 GB), store it in her own brain, and then transfer that data onto another computer or storage device.

While stored in her head, the data is inaccessible and the caster temporarily loses 1 point of Intelligence (as it takes up valuable mental circuitry), which may be restored at the cost of losing the data.

When the spell ends, the caster purges any remaining data, losing all memory of its contents and instantly restoring the lost Intelligence.

*Focus:* Networking cable compatible with targeted computer or device.

### Divine Copilot

Conjuration

**Level:** Divine 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** Computer or device touched; **Effect:** One invisible, shapeless, insubstantial copilot; **Duration:** Until all skill checks are made or 10 minutes/level

A *divine copilot* is an invisible, shapeless, insubstantial force that rides along as you drive or pilot a vehicle, providing assistance in dangerous situations. While the spell is in effect, if you fail a Drive or Pilot skill check, you may immediately roll one additional Drive or Pilot check (as appropriate), with the same modifiers, and use the better of the two results.

The *divine copilot* may make a number of Drive or Pilot checks equal to your Wisdom bonus +1 before ceasing to exist, though the *divine copilot* only intervenes once for each Drive or

Pilot skill check you fail. The spell lasts ten minutes per level, or until all skill checks are made, whichever comes first.

### Download Skill

Enchantment [Mind-Affecting]

**Level:** Arcane 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 5 minutes

This spell provides you with a +5 insight bonus to a single chosen skill, even one that normally cannot be used untrained. While *download skill* provides you with a rudimentary understanding of a skill, you may not take 10 or take 20 on any skill checks unless you actually have ranks in that skill and time permits.

*Material Component:* A computer chip.

### Ectodermis

Abjuration/Conjuration (Creation)

**Level:** Divine 2, Arcane 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 hour/level (D); **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

A segmented layer of tough but flexible chitin forms over the subject's flesh, giving him a somewhat insectoid appearance, and providing a natural armor bonus of +1/two caster levels (maximum +5). The chitinous plating also provides energy resistance of +2/two caster levels (maximum +10) against the caster's choice of one of five energy types: acid, cold, electricity, fire, sonic/concussion.

The coloration of the *ectodermis* reflects the energy type chosen at the time of casting:

Energy Type	Ectodermis Color
Acid	Green
Cold	Brown
Electricity	Blue
Fire	Red
Sonic/concussion	Black

Unlike mundane armor, the *ectodermis* carries no armor penalty, maximum Dexterity bonus, arcane spell failure, or speed reduction.

*Material Component:* A beetle carapace.

### Flashpaint

Conjuration (Creation)

**Level:** Arcane 0; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One vehicle; **Duration:** Permanent; **Saving Throw:** Reflex negates (harmless); **Spell Resistance:** Yes (harmless)

This spell allows you to instantly give a vehicle (size category Huge or smaller) a new paint job. You can alter the color, finish, detail work, and any other superficial aspect of the vehicle's painted surface to create simple designs (such as racing stripes or a flame job). *Flashpaint* cannot change the

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color of a vehicle's interior, or the details of its license plate (state and number).

*Material Component:* A paintball.

### Floor It

Transmutation

**Level:** Arcane 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One vehicle; **Duration:** 3 rounds; **Saving Throw:** Reflex negates; **Spell Resistance:** Yes

When you cause a vehicle to *floor it*, the speed category at which it is currently traveling increases by two steps (from alley speed to highway speed, for example). The top speed of the vehicle also increases by 50%, allowing it to accelerate beyond its normal limits. This sudden burst of speed forces the driver of the targeted vehicle to immediately make a successful Drive check (DC 10) to retain control of the vehicle.

If the vehicle is moving at a speed greater than its normal top speed when the spell ends, the vehicle immediately slows down, decreasing by two speed categories, forcing the driver to make another successful Drive check (DC 10) to retain control of the vehicle.

*Material Component:* A pinch of tire rubber scraped from a mark left by a vehicle as it “peeled out.”

### Gender Bender

Transmutation

**Level:** Arcane 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 2 hours/level (D); **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

This spell temporarily alters the subject's secondary sexual characteristics to those of the opposite gender. All ability scores, hit points, saving throws, hair length, eye color, height weight, internal reproductive organs, and every other aspect of the subject's being remain the same—only the person's apparent gender is changed.

Because the spell does not affect the subject's clothing or other accessories, the subject might initially appear to be a man or woman dressed in the opposite gender's clothing, wearing the opposite gender's hairstyle, and wearing (or not wearing) makeup. Otherwise, the change is flawless and provides a +10 circumstance bonus to Disguise checks.

*Material Component:* Perfume or cologne normally worn by the opposite gender.

### Hand Grenade

Conjuration (Creation)

**Level:** Arcane 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** Until all grenades are thrown or 1 minute/level

This spell empowers the caster to throw magically conjured explosives by pantomiming the action of priming and hurling a

grenade. *Hand grenade* requires the caster to have both hands free—one balled up in a fist to serve as the grenade, and the other to “pull the pin”.

*Hand grenade* conjures one grenade/three caster levels, which may be thrown, one at a time, as a ranged attack. The type of grenade conjured is determined by the caster each time he “picks up” a *hand grenade*, and may be selected from the following: fragmentation, smoke, or tear gas. Once the “pin” has been “pulled” on a *hand grenade*, it is considered to be a live explosive, functioning identically to its normal counterpart, as detailed in Chapter Four: Equipment of the *d20 Modern Roleplaying Game*.

*Hand grenade* may only be thrown when your hands are pantomiming the action of priming and throwing a grenade, but your hands are otherwise unaffected by the spell and able to function normally. Only you may “pull the pin” and throw the *hand grenade*.

### Instant Fame

Illusion

**Level:** Divine 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 15 minutes; **Saving Throw:** Will negates; **Spell Resistance:** Yes

The subject of an *instant fame* spell gains a +5 circumstance bonus to reputation checks for the duration of the spell.

*Material Component:* A copy of an entertainment magazine.

### Jargon

Divination

**Level:** Divine 1, Arcane 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 5 minutes/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The subject of this spell develops a short-term understanding of the technical lingo used by professionals in a particular field of study or interest, gaining a better grasp of how to communicate and comprehend ideas related to that field. Choose a single Knowledge category (neither the caster nor the subject need to have ranks in that skill). The subject gains a +2 insight bonus to any of the following skill checks related to that field: Bluff, Decipher Script, Diplomacy, Gather Information, Knowledge, or Research.

### Kill Switch

Transmutation

**Level:** Arcane 2; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One machine; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** Yes

Select a single machine (e.g., vehicle, computer, garbage masher) no larger than Gargantuan in size. It immediately shuts down as if its power source had suddenly been disconnected. The machine may be restarted immediately by



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performing whatever actions are normally necessary to start the machine.

*Focus:* A toggle switch.

### Light-Gathering Eyes

Transmutation

**Level:** Arcane 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The subject gains low-light vision. Creatures that already possess low-light vision or darkvision are unaffected by this spell.

*Material Component:* A pinch of powdered firefly tail.

### Object to Ink

Transmutation

**Level:** Arcane 3; **Components:** V, S, M, F; **Casting Time:** 30 minutes; **Range:** Touch; **Target:** One touched creature and one touched object of the same size category or smaller; **Duration:** One day/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

You are able to magically transform one non-magical object into a tattoo that resembles the object, which you inscribe on the skin of the subject. Only objects that are the same size category as the subject, or smaller, may be turned into *object to ink* tattoos. Because items affected by *object to ink* are held in stasis, even a ticking time bomb can be turned into a tattoo using this spell.

The subject may return the object to its original form by touching the tattoo with the intent of activating it, and chooses whether the object appears in his hand or at his feet. If the magical effect of the *object to ink* tattoo is suppressed or dispelled, or the spell's duration expires before the tattoo is activated, the object instantly appears at the subject's feet.

A single person can only have three *object to ink* tattoos at a time. Once a subject has three *object to ink* tattoos, any further attempt to inscribe additional *object to ink* tattoos automatically fails, and the additional object is lost. Note that other magic tattoos have no bearing on the total number of *object to ink* tattoos a person may have.

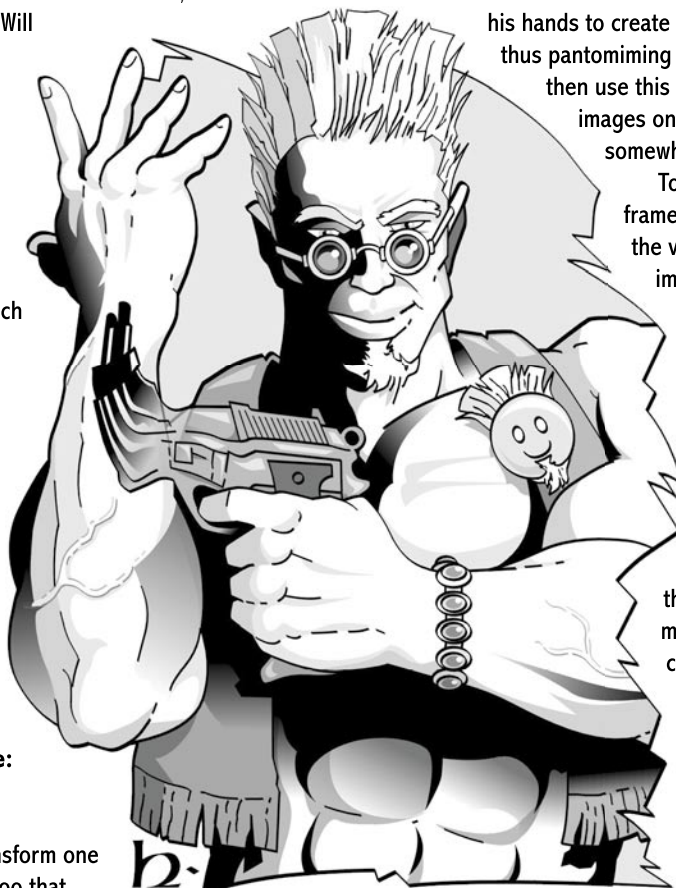
*Material Component:* One ounce of ink.

*Focus:* A silver needle.

### Point-N-Shoot

Illusion

**Level:** Arcane 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** Until all pictures are taken or 2 hours/level (See text); **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** No



The caster uses the forefinger and thumb of each of his hands to create a rectangular viewfinder, thus pantomiming a camera. The caster can then use this imaginary camera to capture images on a roll of film, which is carried somewhere on his person.

To take a picture, you must frame the desired image in the viewfinder and press an imaginary button—each image is magically transferred to the roll of film used as the spell's material component (which is not actually consumed in the spellcasting). *Point-n-shoot* allows you to take one photograph/caster level, with the limitation that the roll of film cannot hold more images than it normally could.

The images stored, and the roll of film itself, are non-magical, and must be developed just as you would any normal photographic film. Note that film exposed by the *point-n-shoot* spell cannot capture images

that would not otherwise be captured by a normal camera (i.e., taking pictures in a dark room with normal film results in pictures of inky blackness).

### Questionnaire

Enchantment (Charm) [Mind-Affecting]

**Level:** Divine 1, Arcane 2; **Components:** V, S, M; **Casting Time:** 1 minute; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One person; **Duration:** Instantaneous; **Saving Throw:** Will negates; **Spell Resistance:** Yes

This spell compels a subject to truthfully answer one “yes or no” question per caster level, to the best of his ability. The answers given are correct within the limits of the target's knowledge. “Unknown” or “unclear” are legitimate answers. If the caster doesn't focus on the conversation (such as by discussing answers with another person), or leaves to undertake another task, the spell ends.

*Material Component:* A short, eraser-free “golf pencil.”



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### Rebroadcast

Illusion

**Level:** Arcane 3; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One CCTV camera; **Duration:** 1 minute; **Saving Throw:** None; **Spell Resistance:** Yes

A closed-circuit television camera (CCTV) targeted by *rebroadcast* re-sends the previous minute's input, as if it were looping back through pre-recorded footage. When the one-minute *rebroadcast* is complete, the CCTV camera immediately begins functioning normally, sending live footage once more.

Anyone monitoring the CCTV system must succeed at a Spot check (DC 15) to notice the repetition in the footage. Because the footage is actually being re-sent, any video or digital recordings of the targeted camera's transmission actually shows the repeated minute, rather than whatever activity actually took place within the target camera's point of view.

*Focus:* A "rewind" button from a VCR.

### Sparkly Shiny

Enchantment

**Level:** Divine 1, Arcane 1; **Components:** V, S, M, F; **Casting Time:** Attack action; **Range:** Touch; **Target:** One small object; **Duration:** 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** No

A *sparkly shiny* object is almost irresistibly eye-catching and interesting to observers. The *sparkly shiny* quickly draws the attention of individuals within 30 feet (a DC 5 Spot check to notice it). Anyone who spots a *sparkly shiny* must succeed at a Will save, or be compelled to move within five feet of the object in order to inspect it more closely. However, the viewer will not intentionally put himself at risk to get a better look; the viewer stops upon reaching the nearest, safe vantage point.

After one round of inspecting the *sparkly shiny* and every round thereafter until the spell ends, a victim may make another Will save to shake off the effect. Once a victim has avoided or shaken off the effects of a particular *sparkly shiny*, he is immune to that casting of the spell.

While inspecting the *sparkly shiny*, victims suffer a -10 circumstance penalty to Spot and Listen checks made during that round.

*Material Component:* A pinch of gold or silver glitter.

*Focus:* A small object (size category Small, or smaller).

### Sympathetic Sight

Divination (Scrying)

**Level:** Divine 3; **Components:** V, S, M, F; **Casting Time:** 10 minutes; **Range:** 10 miles; **Effect:** Magical sensor; **Duration:** 5 rounds; **Saving Throw:** None; **Spell Resistance:** No

This spell allows the caster to see through the eyes of the subject, seeing what that person is seeing at that moment. Spot checks (if needed or desired) are made by the caster with

a -5 circumstance penalty. If the target is blind or otherwise unable to see, the caster is likewise unable to see, though the spell does function.

If the subject of the spell suffers any visually harmful effects, such as from *faith's fury* while the spell is functioning, the caster must make a successful Fortitude save (at the same DC the subject used) to avoid taking half the damage or experiencing the harmful effects for half the duration suffered by the subject.

*Material Component:* Piece of the subject's body (e.g., several hairs, nail clippings, one ounce of blood) or corrective lenses worn by the subject within the past 24 hours.

*Focus:* A pair of designer sunglasses (Purchase DC 10).

### Sympathetic Sound

Divination (Scrying)

**Level:** Divine 2; **Components:** V, S, M, F; **Casting Time:** 10 minutes; **Range:** 10 miles; **Effect:** Magical sensor; **Duration:** 5 rounds; **Saving Throw:** None; **Spell Resistance:** No

This spell allows the caster to listen through the ears of the subject, hearing what that person is hearing at that moment. Listen checks (if needed or desired) are made by the caster with a -5 circumstance penalty. If the target is deaf or otherwise unable to hear, the caster is likewise unable to hear, though the spell does function.

If the subject of the spell suffers any sonic damage, or other harmful auditory effects while the spell is functioning, the caster must make a successful Fortitude save (at the same DC the subject used) to avoid taking half the damage or experiencing the harmful effects for half the duration suffered by the subject.

*Material Component:* Piece of the subject's body (e.g., several hairs, nail clippings, one ounce of blood) or an earring worn by the subject within the past 24 hours.

*Focus:* Hearing aid custom-fit to the caster (Purchase DC 10).

### Tinnitus

Illusion

**Level:** Divine 1, Arcane 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One person; **Duration:** 1 round/level; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes

The subject of this spell experiences high-pitched ringing sounds that cause disorientation and distraction. The subject must succeed at a Fortitude save, or suffer the following effects:

- -2 circumstance penalty to initiative checks
- -6 circumstance penalty to Listen checks
- 10% chance of spell failure when casting spells with verbal components

*Material Component:* A CD or cassette tape featuring music that is often played mind-numbingly loud (heavy metal, punk, techno, etc.).

# Chapter One: Spells

## Vertigo

Illusion

**Level:** Arcane 3; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One person; **Duration:** 1 round/2 levels; **Saving Throw:** Will partial (see text); **Spell Resistance:** Yes

The target of this spell is overwhelmed by a sense of whirling and tilting that causes a loss of balance and impairs fine motor skills. The target must make a successful Will save or be stunned. Each subsequent round the target is stunned by the *vertigo*, she is entitled to make another Will save. Once a target succeeds at the Will save, she is only considered nauseated for the remainder of the spell's duration.

*Focus:* A wooden top decorated with a spiraling pattern.

## Welding Touch

Evocation [Fire]

**Level:** Arcane 0; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 2 rounds/level

This spell causes an intense, flame-like energy capable of either fusing or cutting metal, determined at the time of casting, to spring forth from your fingertip. (No protective eyewear is needed.) The *welding touch* can cut or fuse one foot of 1/2-inch-thick metal per round. The *welding touch* ignites flammable objects and may be used as a melee touch attack, dealing 1d3 points of fire damage.

*Focus:* Welding sparker.

## Yardbird

Enchantment [Mind-Affecting]

**Level:** Divine 2, Arcane 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One person; **Duration:** 1 minute; **Saving Throw:** Will negates; **Spell Resistance:** Yes

A person targeted by this spell is compelled to loiter within 25 feet of a specified point. The subject may pace, wander aimlessly, jog around the perimeter, or merely sit, stand, or

otherwise dawdle within the 50-foot-diameter space, unaware that anything about his behavior is out of the ordinary.

*Material Component:* A green plastic "army man" toy with a 6-inch piece of string tied around one leg.

## Zen Focus

Enchantment [Mind-Affecting]

**Level:** Divine 2; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 minute/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The subject of this spell gains a degree of inner peace that transcends the mundane world, allowing the subject to take 10 on all skill checks made for a single chosen skill in which she has at least one rank, even under stressful conditions.

*Focus:* A pebble worn smooth by a stream.

## Zonk

Enchantment [Mind-Affecting]

**Level:** Arcane 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** One creature with 8 HD or less; **Duration:** 1 minute/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

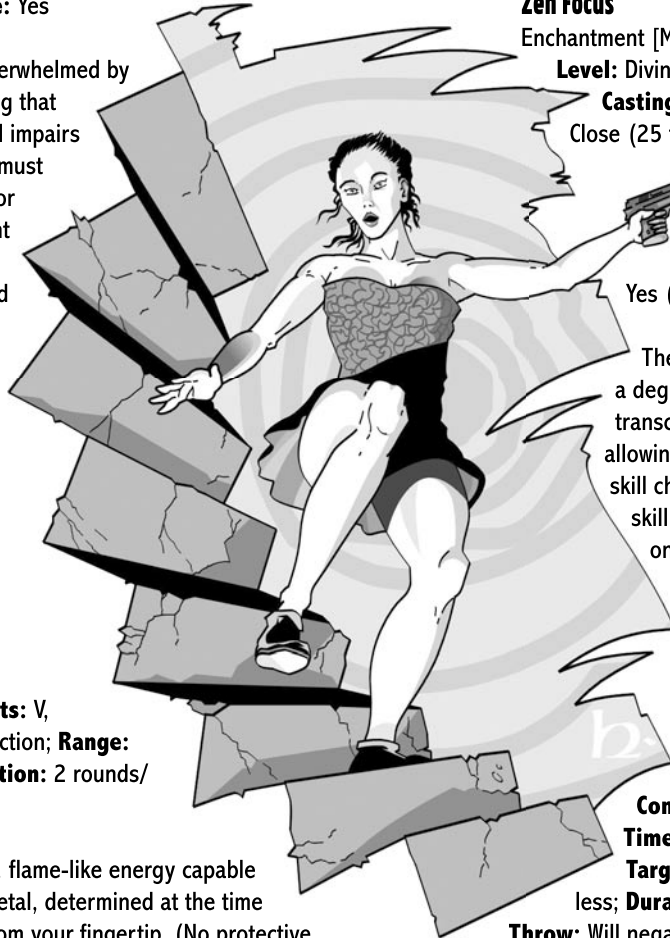
By making a successful melee touch attack with a *zonk* spell, you force the target creature to make a successful Will save with a -4 circumstance penalty or immediately fall asleep, typically falling prone. A sleeping character is helpless, with an effective Defense of 5 + size modifier.

Slapping or wounding awakens a sleeping person, but normal noise does not. Waking a sleeping person is a move action.

*Zonk* does not affect unconscious creatures, constructs, or undead creatures.

Note: Additional hit points given along with a creature's Hit Dice are irrelevant for determining how many Hit Dice a creature has.

*Material Component:* A pinch of fine sand.





# Chapter Two: Voudon Magic

This chapter presents a new magic system based on the technique called Voudon, commonly referred to as Voodoo. The term “voodoo” is actually a misnomer, invented during the early days of Hollywood. There are two primary practitioners of Voudon—the Bokor and the Hougan (see the sidebar A Voudon Lexicon for brief descriptions of these and other terms). For the purposes of this book, both of these practitioners are known as Voudonists.

## Voudon

Voudon is an old, but not ancient, magical tradition that emerged from the Caribbean. It draws its roots from a variety of African religions and beliefs that came over with the slaves during the 16th through 19th centuries, blending their gods with the ones found in the New World into a complex and incredibly rich magical tradition. Since its creation, Voudon has changed dramatically until it has become focused almost entirely on the worship of and supplication to entities collectively known as “Loa.” It is highly debated among magical communities whether the Loa are gods, ancient ancestors, archetypal spirit forms, or simply beings created by the collective power of generations of worship. Regardless, the power of the Loa is real and intimate, and they play a major role in the life of both the Voudonist and the believers of the Voudon faith.

Voudon is practiced by millions of people around the globe, with most concentrated in Haiti, the Caribbean, and in the United States, particularly in the deep south and in large cities (especially along the east coast). Just as not every devoutly

religious person, including clergy, is an Acolyte as described in the *d20 Modern Roleplaying Game*, not every Voudon believer is a Bokor or Hougan, the spellcasting classes of that magical tradition.

If the Voudon rules from this book are the primary setting for your campaign, the GM should make the players aware that Bokor are able to cast only arcane spells while their counterpart, Hougan, are capable of casting only divine spells. While there are no absolute moral restrictions to taking either advanced class, in general most “good” people take up the mantle of the Hougan while “evil” people are drawn to the darker aspects of the Bokor. It’s perfectly acceptable to have a character that goes against this stereotype, although a good Bokor will have difficulty proving her sincerity to other Voudon worshippers.

## Creating a Voudon-Focused Campaign

Voudon is unusual and exotic, at least to the majority of westerners. If you choose to use the rules presented here in your campaign, you must decide early on whether or not Voudon is the only way in which characters can access magical power. In order to allow the characters to experience the depth and unique flavor of this tradition, we suggest using Voudon in place of the standard modern d20 System spellcasting rules.

However, Voudon co-exists in the real world with hundreds of other belief systems—there is no reason why it cannot do so in your campaign as well. GMs should note, however, that because of the involved process associated with Voudon spellcasting, a Hougan or Bokor will be effectively less powerful than other spellcasters (such as Acolytes and Mages) of equal level.

## A Voudoun Lexicon

Through this chapter, you will see many terms about Voudon that may be unfamiliar to you. Below are brief definitions of the most commonly used of those terms.

**Asson** [AH-son]: A ceremonial rattle (usually comprised of a large gourd, filled with snake vertebrae, and wrapped in a net of beads) used as the holy symbol for a Hougan.

**Bokor** [BO-kor]: An arcane spellcaster in the Voudon tradition.

**Djab** [JAHB]: Spirits capable of physically manifesting on Earth. Djab are typically dangerous and only Bokor deal with them with any regularity.

**Gros-bon-ange** [GROW-bon-ounj]: The “soul” of an individual.

**Horse**: When a Loa possesses a person, forcing out the *gros-bon-ange*, the Loa is said to be “riding the head” of the individual, thus making the ridden one a “horse.”

**Hougan** [OOH-gon]: A divine spellcaster in the Voudon tradition.

**Hounfour** [ON-four]: The innermost sanctum within a site where Voudon is practiced. This word is also commonly used to refer to the entire site, including the sanctum, peristyle, and surrounding landmarks.

**Loa** [LO-a]: The gods or spirits of Voudon.

**Mambo** [MAM-bo]: A term sometimes used to describe a female *hougan*.

**New World Loa**: Loa that evolved from existing native spirits in the Caribbean.

**Old World Loa**: Loa that were worshipped by Africans before they were captured and sold into slavery.

**Peristyle**: A roofed, open-sided court in which most ceremonies and dances celebrating the Loa take place.

**Poteau-mitan** [po-TO mee-TAHN]: A brightly colored center post of a peristyle. It is supposedly the “road” through which the Loa enter a *hounfour*. Considered sacred to the Loa Legba.

**Vever** [veh-VAHR]: A sacred design formed by carefully pouring wheat or corn meal onto the floor of a peristyle before a ceremony. The design is a symbolic representation of the Loa it is meant to invoke. Every Loa has a unique *vever* associated with it.

**Voudonist** [VOO-don-ist]: The general term for any type of Voudon spellcasters—Bokor or Hougan.

**Wanga** [WON-guh]: A magic spell.

**Zombi** [ZOM-bi]: An individual whose *gros-bon-ange* has been stolen or destroyed, turning him into a mindless automaton.

## Chapter Two: Voudon Magic

A campaign that focuses on Voudon delves into the mysterious and mystical. The Loa are everywhere and manifest in many different ways. Bokor and Hougan use the power of the Loa for good and ill, often against each other. Curses, sacrifices, and veneration are all core components to Voudon and should appear frequently. Spells and incantations are both subtle and cumbersome to employ, with many bizarre rituals, making the gathering of components and placating the Loa a central theme to the campaign.

Although Voudon was born in the Caribbean, the characters can encounter Voudon anywhere. Like any religion in the modern world, Voudon has grown and adapted as its practitioners spread out across the globe.

### New Voudon Feats

Below we present a series of new feats for specific use in games that make use of Voudon magic. Most of these feats are designed for exclusive use by Voudonists, serving as prerequisites to enter the Bokor and Hougan advanced classes described later in this chapter. They all pertain specifically to Voudon tradition, and so the GM may wish to rule that they may only be taken by characters who are believers in Voudon.

Although the feats were designed for use by Voudonists, any character with the right prerequisites may choose one of the feats. They gain most of the benefits of the feat, but will not gain any adjustments to their spells unless they take levels in either the Bokor or Hougan advanced class.

Because of the fickle and demanding nature of the Loa, a character may only gain the benefits of one of the feats described below. If he later chooses another “Chosen of” feat, he loses all the benefits granted by the previous “Chosen of” feat.

Though each of these feats creates a special connection between a Voudonist and the particular Loa for whom she is “chosen,” she can still call on the other Loa for aid. Every spell is attuned to a particular Loa who must be placated in order for it to be cast (see Loa and Spells).

#### **Chosen of Agwé**

You have special favor in the eyes of the Loa Agwé, the Master of the Tides.

**Prerequisites:** Wisdom 13, allegiance to Voudon, must prepare a massive feast (Purchase DC 20) and then toss it into the sea.

**Benefit:** You gain a +2 bonus on all Navigate and Swim checks. In addition, when casting spells affiliated with Agwé (see Loa and Spells) you gain a +1 to your effective caster level.

#### **Chosen of Ashadeh Bòcò**

You have special favor in the eyes of the Loa Bòcò, the Hidden Fire.

**Prerequisites:** Lightning Reflexes, allegiance to Voudon, must create a work of art (Craft check (any) DC 25) meant to inspire others to some form of action.

**Benefit:** Pick two Craft skills—Craft (structural) and Craft (visual art), for example. You gain a +2 bonus on all checks with those skills. In addition, when casting spells affiliated with

Ashadeh Bòcò (see Loa and Spells) you gain a +1 to your effective caster level.

#### **Chosen of Baron Samedhi**

You have special favor in the eyes of the Loa Baron Samedhi, the Zombi Lord.

**Prerequisites:** Confident, allegiances to Evil and Voudon, must take the bones of an innocent victim you have slain and burn them in a fire made from expensive wood (Purchase DC 20).

**Benefit:** You gain a +3 bonus on all Intimidate checks. In addition, when casting spells affiliated with Baron Samedhi (see Loa and Spells) you gain a +1 to your effective caster level.

#### **Chosen of Carrefour**

You have special favor in the eyes of the Loa Carrefour, the Lord of the Midnight Crossroads.

**Prerequisites:** Charisma 13, allegiance to Voudon, using the blood of an evil person, you must trace Carrefour’s *vever* on a crossroads.

**Benefit:** You gain a +3 bonus on all Diplomacy checks. In addition, when casting spells affiliated with Carrefour (see Loa and Spells) you gain a +1 to your effective caster level.

#### **Chosen of Damballah and Ayida Wédo**

You have special favor in the eyes of the partnered Loas Damballah and Ayida Wédo.

**Prerequisites:** Allegiance to Good and Voudon, must carve an expensive crystal (Purchase DC 20) into a snake form and toss it into the sea.

**Benefit:** You gain a +2 bonus on all Escape Artist and Survival checks. In addition, when casting spells affiliated with Damballah or Ayida Wédo (see Loa and Spells) you gain a +1 to your effective caster level.

#### **Chosen of Dan Petro**

You have special favor in the eyes of the Loa Dan Petro, the Patron of Freedom.

**Prerequisites:** Nimble, allegiance to Voudon, while within a *hounfour* you must destroy a pair of shackles, handcuffs, or other restraint that held a prisoner who you have set free.

**Benefit:** You gain a +2 bonus on all Escape Artist and Move Silently checks. In addition, when casting spells affiliated with Dan Petro (see Loa and Spells) you gain a +1 to your effective caster level.

#### **Chosen of Erzulie**

You have special favor in the eyes of the Loa Erzulie, the Queen of Beauty.

**Prerequisites:** Charisma 13, allegiance to Voudon, must scatter a rare and expensive perfume (Purchase DC 20) on a site of great natural beauty.

#### **Modern Magic and Skull & Bones**

The rules for Voudon described in this book are based on material originally printed in Green Ronin Publishing’s *Skull & Bones* campaign setting (with permission). The rules have been modified to fit the modern d20 System rules, as opposed to the fantasy d20 System rules for which *Skull & Bones* was written. GMs who want to expand the Voudon rules found in this book should begin by reading *Skull & Bones* and adapting material from there.

The Game Mechanics thank Green Ronin for their friendship, assistance, and encouragement.



## Chapter Two: Voudon Magic

### Voudon Magic

**Benefit:** You get a +3 bonus on all Diplomacy checks. In addition, when casting spells affiliated with Erzulie (see Loa and Spells) you gain a +1 to your effective caster level.

#### Chosen of Ghede

You have special favor in the eyes of the Loa Ghede, the Lord of the Dead.

**Prerequisites:** Allegiances to Good and Voudon, must have brought or assisted in bringing a criminal to justice.

**Benefit:** You gain a +2 bonus on all Treat Injury checks. In addition, when casting spells affiliated with Ghede (see Loa and Spells) you gain a +1 to your effective caster level.

#### Chosen of Legba

You have special favor in the eyes of the Loa Legba, the Lord of Crossroads and the Wandering Sun.

**Prerequisites:** Wisdom 13, allegiance to Voudon, must acquire three silver coins, each in a different manner, and present them at a crossroads.

**Benefit:** You gain a +2 bonus on all Diplomacy and Sense Motive checks. In addition, when casting spells affiliated with Legba (see Loa and Spells) you gain a +1 to your effective caster level.

#### Chosen of Loco and Ayizan

You have special favor in the eyes of the married Loas Loco and Ayizan, The Great Patrons.

**Prerequisites:** Medical Expert, allegiances to Good and Voudon, must have made a successful Treat Injury check that prevented someone from dying.

**Benefit:** You gain a +2 bonus on all Treat Injury and Spot checks. In addition, when casting spells affiliated with Loco or Ayizan (see Loa and Spells) you gain a +1 to your effective caster level.

#### Chosen of Ogun

You have special favor in the eyes of the Loa Ogun, the Master of Iron.

**Prerequisites:** Strength 13, allegiance to Voudon, must burn the bones of an enemy slain by your own hand.

**Benefit:** Once per day, when using an Action Point to determine if an attack action succeeds, you may add an additional +1d6 to the attack total. Further, when casting spells affiliated with Ogun (see Loa and Spells) you gain a +1 to your effective caster level.

#### Chosen of Simbi

You have special favor in the eyes of the Loa Simbi, The Great Serpent.

**Prerequisites:** Educated, allegiance to Voudon, must create a unique and difficult riddle, requiring a Craft (writing) check (DC 20), inscribe it on a turtle shell, and cast it into the sea.

**Benefit:** You gain a +2 bonus on all Knowledge (arcane lore) and Knowledge (theology and philosophy) checks. In addition, when casting spells affiliated with Simbi (see Loa and Spells) you gain a +1 to your effective caster level.

Voudon works differently than the magic with which most westerners are familiar. It is not the flashy, movie style magic found in literature and the silver screen, but is much more subtle and “invisible.” While Voudonists are capable of casting the spells described in the core book, doing so is a lengthy affair, utilizing complicated rituals and requiring many sacrifices—physical, monetary, and emotional. The Voudonist draws his powers from the Loa, which are notorious for being fickle, difficult, and demanding of their spellcasters.

In game terms, a Voudonist casts the spells that he knows using the rules found in Chapter 10 of the *d20 Modern Roleplaying Game* and the incantation rules found in Chapter 3 of the *Urban Arcana Campaign Setting*. Unlike the Mage, who must study his texts each day, and the Acolyte, who must pray and meditate for an hour to regain spells, the Voudonist must only perform a weekly ritual: the *Great Caille Ritual* for the Hougan and the *Bokor Rite* for the Bokor (see Voudon Rituals and Incantations, below).

When casting a spell, the Voudonist calls upon a particular Loa to empower his spell—this happens automatically unless the Voudonist has angered a Loa. In this case, the Loa withdraws its favors until a special task, called a “burden,” is performed (burdens are explained in greater depth in The Loa below).

While Voudonists are capable of casting many of the spells described in the *d20 Modern Roleplaying Game*, some spells are not appropriate to the Voudon tradition. *Animate dead*, while seemingly a natural spell in Voudon, has been intentionally removed from the list—necromancy is done exclusively through the use of the Bokor’s *zombi ritual* incantation (see Voudon Rituals and Incantations, below).

The Voudonist is tied to his magic through two things—his *hounfour* and the Loa. Without these, the Voudonist is cut off from his power.

#### The Hounfour

The *hounfour* is a sacred temple used for Voudon ceremonies. It can be a temporary structure, but most Voudonists prepare a permanent *hounfour* in which to perform their rites. The *hounfour* can be of any size, but most are large enough to accommodate at least twenty people with enough room for ritual dancing and drumming.

The most important part of the *hounfour* is a pole, called the *poteau-mitan*, located in the center of the *hounfour*. It is brightly painted and is the focal point for the various *vevers* that are drawn around its base. It is said that the Loa make their way into the *hounfour* through the *poteau-mitan*. The *poteau-mitan* is sacred to Legba, who sits at the crossroads of the universe and all rituals must give honor to him before anything else can commence.

*Hounfour* can be found anywhere, from ancient sites of worship to the interior of a gleaming skyscraper. In areas where Voudon is accepted (or at least tolerated), *hounfours* can serve the same purpose that churches do in other religions—places where the faithful gather and make their devotions. In less understanding places, Voudonists keep

## Chapter Two: Voudon Magic

their *hounfours* well hidden—secluded so as not to attract unwanted attention or persecution.

To create a *hounfour*, a Voudonist must spend 24 hours ritually cleansing and consecrating a location—he can do nothing else during that time (except for short breaks of only a few minutes' duration). In most cases the site will become a permanent place of worship, although a Voudonist can create a new *hounfour* every few days if she likes. A *hounfour* must include a *Poteau-mitan*, a center pole of some kind. For more information on the benefits of a *hounfour*, see the Bokor and Hougan advanced classes.

### Possession

One of the most often discussed aspects of Voudon is the tendency for its practitioners to become possessed by Loa during a ritual. It is considered an honor for a believer of Voudon to be possessed by a Loa, but it can be a frightening event for anyone witnessing it. A person possessed by a Loa is called a “horse” for the duration of the Loa’s possession, during which it is said to be “riding.”

Possession is a very common occurrence during a Voudon ritual, although it can also occur anywhere at anytime. Possession does not only happen exclusively to Voudonists—the Loa often possess regular non-spellcasting Voudon worshippers, and sometimes even non-believers when it suits their purposes. It is rarely apparent to observers how or why the Loa chooses a particular horse.

Any time a Hougan is involved in a stressful situation, such as combat or intense negotiation, the GM may secretly make a Will saving throw for the character, rolling on Table 2–1: Possession to see if he attracts the spirit of a Loa. Because of the fickle nature of the Loa, possession is never guaranteed. A character may *never* willingly fail this Will save, even if he wants the possession to occur. A Hougan will be possessed most frequently by the Loa whose “Chosen of” feat he has. However, over the course of his lifetime a Hougan will be possessed by many different Loa—each time based on the Loa associated with the situation at hand. For example, a Hougan

**Table 2–1: Possession**

Type of Character	Base Will Save DC
Bokor	—*
Nonbeliever	0
Voudon believer	5
Hougan	10 +1 per class level

Situation	Save DC Modifier
Has “Chosen of” feat for particular Loa**	+10
Within a <i>hounfour</i> , nonbeliever	+5
Within a <i>hounfour</i> , Voudon believer	+10
Primary caster	+15
During combat or very stressful situation	+5***

\* Loa can never possess a Bokor.

\*\* See New Voudon Feats.

\*\*\* Hougans only. GM’s decision when this occurs.

may have the Chosen of Legba feat, but if he is involved in combat he may well be possessed by Ogun.

The Bokor deal with the Loa in a purely external manner and never become possessed by them.

To determine when and if a Loa possesses a person, consult Table 2–1: Possession.

### Effects of Possession

Whenever a character is possessed by a Loa, he is assessed a combination of bonuses and penalties to his ability scores. These bonuses are specific to the Loa involved (see The Loa below), but the value of the bonuses and penalties are variable, making each possession a unique experience. There are three “levels” of possession, which increase in intensity based on the class level of the Hougan being possessed (see the Hougan advanced class below).

A Loa rides a horse for a number of minutes (or possibly hours) equal to the amount by which the character failed his Will save. If the save failed by less than 5 points, he becomes possessed for that number of minutes. If the save failed by 10 or more, the horse remains ridden for that many hours.

Because being ridden by a Loa imposes penalties to one or more scores, it’s possible that some of the horse’s scores will drop to 0. If this happens, the horse immediately falls unconscious. Any spells or incantations he is currently maintaining end immediately, and any spells or incantations he is in the act of casting automatically fail. Even if the horse falls unconscious, the duration of the possession remains the same. The power of the Loa is mighty and some people are incapable of containing it for long.

In addition, the horse temporarily gains ranks in certain skills, even if he does not have access to that particular skill in the first place—checks for these skills still include the appropriate ability score modifier. For example, a 1st-level Hougan that is possessed by Agwé will be treated as if he has 4 ranks in Swim (or 4 additional ranks if he already has developed that skill). This explains why many horses know things outside their ken or are capable of doing things that they would not normally be able to do. See the individual Loa descriptions to determine what benefits, penalties, and behavior possession instills on the horse during the time of possession.

When the possession ends, the horse will be dazed for 1 minute and then exhausted (see Chapter 5 in the *d20 Modern Roleplaying Game*) for the same amount of time that he was possessed. A successful Constitution check (DC 15) reduces the length of the exhaustion by half.

### Personality Shifts

According to real world Voudon tradition, the Loa dominates the horse completely—so much so that the horse retains no memory of what occurs during a Loa’s possession. In a game, though, having a complete lack of memory is the equivalent of a player handing his character sheet over to the GM during that time—not at all fun, particularly for a Hougan who will be possessed on a regular basis. In place of this, each Loa imposes a number of personality traits upon the horse, which the player must roleplay. If at any time the horse ceases acting



## Chapter Two: Voudon Magic

in the appropriate manner, the GM may determine that the Loa has become angered and departs, ending the possession and negating any active spells, or those that are in the process of being cast, with no effect.

Throughout the possession, the Loa's personality supersedes that of the horse, causing the person to act in a manner that can be the complete opposite of his usual demeanor. The horse acts in a particular way that is specific to the Loa in question (see The Loa below). The player of a possessed Hougan must have his character act in the way described. If the GM determines that he is not sincere in his portrayal (for example, acting in a masculine manner when possessed by Erzulie or advocating peace when possessed by Ogun), the Loa becomes angered and departs, immediately ending the possession and canceling any spells or incantations that the horse is maintaining or causing those in the process of being cast to fail and have no effect.

If the Loa is particularly offended, the Hougan receives a particular burden that he must bear until such time as he appeases the Loa. A character afflicted by a burden has specific restrictions to his actions (see The Loa below), and may no longer call on that Loa for any reason nor cast any spells associated with the Loa (see Loa and Spells below).

In order to remove the burden, the character must make a successful Charisma check with a DC equal to 10 + Hougan level. If this check fails, the burden continues until the character performs a special placating ritual to beg forgiveness. This ritual takes 24 hours, must be performed within a *hounfour*, and requires the Hougan to make an appropriate sacrifice to the Loa. He must buy the sacrificial item himself, and it must have a Purchase DC equal to 15 + the Hougan's current Wealth score—the Hougan must show that he is willing to give up everything that he owns to show forgiveness. Once this placating ritual is complete, the burden is lifted and the Hougan regains the use of spells and can call upon that Loa once again. If he fails, he must wait one full week before he can attempt it again.

For example, a Hougan with a Wealth score of 10 has offended Baron Samedhi and must placate the Loa. First the Hougan must make a DC 25 Wealth check (15 + his Wealth score of 10). His Wealth check roll is a 16. Adding this to his Wealth score of 10, he gets a 26, which is just enough. (The Hougan's Wealth score is reduced by -1d6 as normal for making a purchase that is 15 points higher than his current Wealth score.) Now that the item has been secured, the Hougan still has to find a *hounfour* and spend 24 hours there performing the ritual before he can completely soothe the injured pride of the Loa.

### The Loa

The Loa are the "gods" of Voudon and the source of power for Bokor, Hougans, and ordinary worshippers alike. In many ways, the Loa are ancient beyond compare, but since they are closely linked to the personal experiences of their worshippers, they change as the world does. The Loa provide advice, strength to their worshippers, and a sense of community, just like any

other deity or faith. Some have adapted well to the modern world, while others have trouble comprehending the speed and constant change of the 21st century. There are rumors of old Loa that have retired from the world, entered a deep slumber, and hope never to be called to the world of man again.

The Loa described in this section are the most common and powerful Loa that a modern Voudonist may call upon. The GM should use them as templates for developing new Loa that are specific to the settings and history of her campaign.

### Reading the Entries

Each Loa's entry contains the following information.

**Titles:** The titles, names, and honorifics that worshippers of Voudon most commonly use in connection with that particular Loa. Other titles may exist or be prevalent among different Voudon sects.

**Personality and Duties:** The basic personality traits of the Loa (including its likes and dislikes) as well as its primary duties and status within the hierarchy of the Loa.

**Behavior While Riding:** A person possessed by a Loa takes on many of the personality traits of that Loa (see Possession above). This section describes how a horse will act while being ridden by this particular Loa.

**Horse Attributes:** A character that is possessed by the Loa will immediately gain these specific modifications to his attributes and skills. These changes last only while the Loa continues to ride, and when the spirit leaves, the character immediately regains his normal attribute and skill scores.

**Burdens:** This is the set of restrictions and penalties a horse suffers if he incurs the Loa's wrath by failing to act in the prescribed manner. These conditions last until the horse has placated the Loa (see Personality Shifts above).

### Agwé

*Lord of the Sea, Master of the Tides*

**Personality and Duties:** Agwé is the Loa of the sea, the tide, and the winds over the water. He rides upon the oceans on his mighty ship, the *Immamou*, summoning the winds with a conch shell. Unlike other deities associated with the sea, Agwé is neither uncaring nor capricious, and will protect those endangered by the waves if he is called upon. That said, Agwé has a "live and let live" attitude with his followers and neither judges nor demands much of them.

Agwé is commonly called upon to calm storms, bring rain, or send the bounty of the sea into fishermen's nets.

In the modern age, Agwé is concerned with the health of the waters and entreats his followers to protect it from harm. He is both delighted by and concerned with the massive ships that now ply his waters. Agwé continues to grant his boon to individual fishermen, but takes a dim view towards factory fishing, mass gill netting, and other harmful fishing practices that scour the oceans free of life.

**Behavior While Riding:** When Agwé is riding a horse, the person will speak with a deep, booming voice with a faint echo, like the sound is bouncing back through the depths of the ocean. The horse will immediately douse himself in water and find a cool and shady place to sit. He will adorn himself with

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clothes and items that are blue or white, and will gather and keep on his person any seashells or other symbols of the sea that he comes across.

**Horse Attributes:** While possessed, the horse gains the following bonuses, penalties, and skills. The intensity of the possession varies, depending on the level of possession (see the Hougan advanced class).

*Possession I:* +1d3 Wis, -1d3 Dex; 4 ranks in Swim.

*Possession II:* +1d6 Wis, -1d6 Dex, 4 ranks in Swim, 4 ranks in Navigate.

*Possession III:* +1d8 Wis, -1d10 Dex, 8 ranks in Swim, 4 ranks in Navigate.

**Burdens:** The character may not enter or cross water at all, including puddles, rivers, or even a shower. If thrown in the water (or carried over water) he must get out as quickly as possible (using the most expedient means available) and automatically receives a -2 penalty on all skill checks, saving throws, attack rolls, and damage rolls until he lifts the burden. The penalty is cumulative; each additional transgression incurs an additional -2 penalty.

### Ashadeh Bòcò

*The Hidden Fire*

**Personality and Duties:** Ashadeh Bòcò is the Loa of passion and the fire that burns from within. She is openly rebellious, asking her petitioners to stand strong against oppression and stagnation. She is the patron of artists, writers, and anyone who lives her life according to the dictates of her heart.

Ashadeh Bòcò is very active in the modern world, fanning the flames of rebellion among the oppressed. She laments the plight of the downtrodden and will give aid to those who fight for their freedom.

**Behavior While Riding:** Ashadeh Bòcò loves writers, artists, and leaders. She revels in performing free-spirited actions that are tinged with a bit of danger, such as dancing close to huge bonfires while wearing loose, flammable clothing.

**Horse Attributes:** While possessed, the horse gains the following bonuses, penalties, and skills. The intensity of the possession varies, depending on the level of possession (see the Hougan advanced class).

*Possession I:* +1d3 Int, +1d3 Cha, -1d3 Dex, -1d3 Con.

*Possession II:* +1d6 Int, +1d4 Cha, -1d6 Dex, -1d4 Con.

*Possession III:* +1d8 Int, +1d6 Cha, -1d8 Dex, -1d6 Con.

**Burdens:** The character must speak in rhyme. Also, he is forbidden from using fire in any way.

### Baron Samedhi

*The Zombi Lord*

**Personality and Duties:** Baron Samedhi is darkness incarnate. While most of the Loa can be dangerous, Baron Samedhi is evil, delighting in terror and misery. He has no patience for those who waste his time and delights in terrifying petitioners who displease him. He is associated with the other grave Loa, Ghede, although their connection is not clearly understood. Baron Samedhi is associated with death and necromancy, mocking life in all its forms. He taught the first Bokor the terrible secret of the *zombi ritual*.

The modern world has had little affect on Baron Samedhi—people still die and misery is still rampant. He laughs at humanity's attempts to prolong life through advances in medicine, knowing that it only delays the inevitable (and not by very long).

#### **Behavior While Riding:**

Baron Samedhi is disturbing and off-putting, but has a seductive personality. He has a macabre sense of humor and is impossible to offend. The horse will act in a subtle, sinister manner, sowing deceit and doubt. He is deeply committed to passionate acts, especially those that result in violence. The horse will demand to wear black clothing, and prefer to don top hats, white face paint (in the shape of a skull), and smoke cigars.

**Horse Attributes:** While possessed, the horse gains the following bonuses, penalties, and skills. The intensity of the possession varies, depending on the level of possession (see the Hougan advanced class).

*Possession I:* +1d3 Str, +1d3 Cha, -1d2 Int, -1d2 Con.

*Possession II:* +1d4 Str, +1d4 Cha, -1d4 Int, -1d4 Con.

*Possession III:* +1d4 Str, +1d6 Cha, -1d6 Int, -1d8 Con.

**Burden:** Baron Samedhi requires the character to carry a heavy weight, such as a boat anchor. The character may not give any sort of aid to another person for any reason.

### Carrefour

*Lord of the Midnight Crossroads*

**Personality and Duties:** Carrefour is the keeper of the gates through which the spirits and demons must pass in order to enter our world. It is his lot to stand watch over spirits that deal in bad luck, terrible violence, and senseless destruction. He is the Loa of uncertainty, reminding worshippers that fate is not set in stone and life is always unpredictable. Although not necessarily evil, Carrefour is extremely cynical, jaded, and bitter—he simply doesn't care about any other creature's well being.

Carrefour doesn't pay any attention to the modern world and will make deals with anyone that comes to the crossroads to barter with him.

**Behavior While Riding:** The horse will demand to wear black and drink rum mixed with goat's blood. The horse loses all sense of humor and acts in a cynical, nihilistic manner. He prefers to stand still, with his arms held out in the shape of a cross, shaking as though his body is filled with a nearly uncontainable power.

**Horse Attributes:** While possessed, the horse gains the following bonuses, penalties, and skills. The intensity of the

#### **Loa and Spells**

For a Voudonist, all spells come from and through the Loa. And just as each Loa has a set of duties and responsibilities within the hierarchy of spirits, so too does each one deal with different types of magical energy. In fact, every spell is aligned with one or more Loa, and the Voudonist pays homage to the particular Loa in order to gain access to the appropriate magic.

For the most part, this sort of homage can be carried out through roleplaying. However, there are times when the specific connection between the Loa and spells comes into play. In particular, this happens when a Voudonist suffers under a Loa's burden.

If a Voudonist has been placed under a burden by a Loa, then he may not cast any spells associated with that Loa. For example, if the Hougan angered Legba, he would be unable to cast *resistance* or *mage armor*. He could, however cast *bless* or *shield of faith* because although they are associated with Legba, they are also associated with other Loa.



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possession varies, depending on the level of possession (see the Hougan advanced class).

*Possession I:* +1d6 Wis, -1d3 Dex, -1d3 Cha, 4 ranks in Sense Motive.

*Possession II:* +1d8 Wis, -1d4 Dex, -1d4 Cha, 8 ranks in Sense Motive.

*Possession III:* +1d10 Wis, -1d6 Dex, -1d4 Cha, 12 ranks in Sense Motive.

**Burdens:** The character has extreme difficulty in sleeping, making him fatigued at all times (see Chapter 5 in the *d20 Modern Roleplaying Game*). Alternatively, Carrefour may decide that the character must experience darkness, forcing him to wear a secure blindfold at all times and venture outside only at night.

### Damballah and Ayida Wédo

#### *The World Serpent and the Rainbow*

Damballah and Ayida Wédo are a “married” pair of Loa that are always called upon at the same time, and thus a Voudonist that calls upon them must have someone else present (gender does not matter) so that both may ride at the same time.

**Personality and Duties:** Damballah Wédo is the primordial father of Loa, old beyond time. He is considered to be the most innocent of beings, for he is so far removed from human concerns that he can’t comprehend the troubles of his human followers. He is considered the greatest good, without any evil or malice.

Ayida, is the rainbow born the first time Damballah shed rain onto the world. Ayida is the patron of dancers, waters from the sky, and the light that brings joy into dark hearts.

Damballah and Ayida Wédo are barely aware of the passage of time and thus have no particular opinion on the goings on of the modern era.

**Behavior While Riding:** Because they are always invoked together, the Voudonist must have at least one other person present for the Loa to possess.

Damballah’s horse immediately strips naked and begins to act like a snake, moving in a undulating, slithering fashion. Without using his hands at all, the horse will climb to the highest position nearby (a tree top or on a piece of furniture). He will hiss as he speaks (although this may make it difficult to understand the character, it will not interfere with spellcasting or incantations). The only offerings the horse will accept are eggs, which he will wrap his body around or swallow whole.

Ayida’s horse prefers to dress in bright, flashy colors if any such clothing is available. She also speaks in a hissing voice, but less severely than Damballah’s horse (there should be no difficulty understanding her). For the length of the possession, whenever the horse moves she whirls and twirls about in a frenzied, freeform dance, but she never gets dizzy. This serves to reduce her base movement by 5 feet. Even when not moving, the horse shuffles, taps her feet, and otherwise fidgets uncontrollably.

**Horse Attributes:** While possessed, the horse gains the following bonuses, penalties, and skills. The intensity of the possession varies, depending on the level of possession (see the Hougan advanced class).

*Possession I:* +1d3 Dex, +1d3 Int, -1d6 Wis, 4 ranks in Knowledge (philosophy and theology).



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**Possession II:** +1d6 Dex, +1d6 Int, -1d8 Wis, 8 ranks in Knowledge (philosophy and theology).

**Possession III:** +1d8 Dex, +1d8 Int, -1d10 Wis, 12 ranks in Knowledge (philosophy and theology).

**Burdens:** Damballah Wédo imposes no particular burdens. Ayida Wédo may demand that the character go naked every time he goes in public, or that he find and protect a sacred animal (often a chicken), taking it everywhere he goes, keeping it from harm.

### Dan Petro

*Patron of Freedom*

**Personality and Duties:** Dan Petro is the Loa of Freedom—freedom from slavery, from the shackles of the world, and from the self. He neither preaches nor judges, accepting people for what they are and the world for what it is. Nevertheless, Dan Petro asks people to strive for a better life and dislikes it when one rests on one's laurels. He is the consummate traveler and implores his followers to see the world for themselves, finding their own answers rather than asking the Loa to provide them.

Dan Petro has adapted well to the modern world and is thrilled to see how freely people move around the globe. However, he is concerned that much of the oppression of the old world remains, including the exploitation of the common folk by governments and global corporations.

**Behavior While Riding:** The horse possessed by Dan Petro loves parties, but waits until the gathering is in full swing before announcing himself. The horse will act in a friendly and genial manner, and is curious to hear what interesting things people have seen and experienced. Given a chance, the horse will try to wear a red bandana around his neck.

**Horse Attributes:** While possessed, the horse gains the following bonuses, penalties, and skills. The intensity of the possession varies, depending on the level of possession (see the Hougan advanced class).

**Possession I:** +1d3 Dex, +1d3 Cha, -1d3 Str, -1d3 Wis, 4 ranks in Escape Artist.

**Possession II:** +1d6 Dex, +1d3 Cha, -1d3 Str, -1d6 Wis, 8 ranks in Escape Artist.

**Possession III:** +1d6 Dex, +1d6 Cha, -1d3 Str, -1d10 Wis, 12 ranks in Escape Artist.

**Burdens:** Dan Petro demands that the character free any oppressed person that she encounters—this includes slaves, indentured servants, and factory workers toiling under inhumane conditions. This often results in the character remaining indoors during the time of the burden (the world is full of inequity and oppression).

### Erzulie

*The Tragic Mistress, The Queen of Beauty, Lady of Luxury*

**Personality and Duties:** Erzulie is the Loa of love and beauty, particularly perfect love and unattainable magnificence. She is sexuality personified and indulges frequently in the pleasures of the flesh. Erzulie also represents the finer, rarified things in life, and strives to make the world a more beautiful and perfect place. However, knowing that the world is

imperfect by nature, she weeps, knowing that what she wants is unattainable. For this reason, she is forever going through a cycle of loving, losing, and regretting.

With the coming of the modern age, Erzulie is thrilled with how beauty is exemplified and worshiped. She marvels at the size of the “beauty industry,” but becomes despondent over the fact that modern people often ignore the merits of inner beauty.

**Behavior While Riding:** Regardless of gender, the horse will act in an exaggerated feminine manner. Erzulie is enthralled with beautiful things and will surround herself with items, people, and structures that have aesthetic harmony. She is extremely flirtatious, favoring handsome men. Erzulie cannot stand rudeness and will harshly criticize anyone that acts in an impolite or disrespectful manner toward anyone or anything in her presence. She loves desserts, sweet drinks, jewelry, and wearing revealing clothing (or no clothing at all). The horse will undergo severe mood swings—going from deliciously seductive to weepy and melancholy with no warning.

**Horse Attributes:** While possessed, the horse gains the following bonuses, penalties, and skills. The intensity of the possession varies, depending on the level of possession (see the Hougan advanced class).

**Possession I:** +1d3 Cha, -1d3 Str; 4 ranks in Diplomacy.

**Possession II:** +1d6 Cha, -1d6 Str, 8 ranks in Diplomacy.

**Possession III:** +1d8 Cha, -1d8 Str, 12 ranks in Diplomacy.

**Burdens:** The character may not engage in any sort of violent or aggressive behavior. Also, the character must dress and act in a manner that is opposite of his or her gender.

### Ghede

*The Laughter of the Grave, The Lord of the Dead*

**Personality and Duties:** Ghede is the Loa of Death and Sexuality, embodying physicality in all its forms. He is obscene and serene at the same time, laughing at all people regardless of their status or sense of superiority. He is the Loa of the grave and understands both life and death. Although similar to Baron Samedi in many ways, Ghede is much more jovial and forgiving.

Ghede has no particular opinions on the modern world. Humans still play their little games, living and dying without rhyme or reason.

**Behavior While Riding:** A horse possessed by Ghede is vulgar and coarse, telling dirty jokes and making obscene gestures. He enjoys smoking cigars, wearing a top hat, and eating as much as possible. He loves to dance (especially in an obscene manner) and crack jokes in a high-pitched, nasal voice.

**Horse Attributes:** While possessed, the horse gains the following bonuses, penalties, and skills. The intensity of the possession varies, depending on the level of possession (see the Hougan advanced class).

**Possession I:** +1d4 Con, -1d2 Int, -1d2 Wis.

**Possession II:** +1d6 Con, -1d4 Int, -1d4 Wis.

**Possession III:** +1d8 Con, -1d6 Int, -1d6 Wis.

**Burdens:** The character must perform humiliating acts in public, probably resulting in ridicule and personal torment.



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### Legba

*Lord of the Crossroads, the Wandering Sun*

**Personality and Duties:** Legba is the Loa of the Crossroads, one of the most important aspects of Voudon—Legba is always called upon first in any ritual, so he may open up the spiritual pathways and allow magic to happen. The center pole of every *hounfour* is dedicated to “Papa Legba.” Legba is the embodiment of wisdom, understanding, knowledge, and the ways of Voudon.

Legba is always pictured as an elderly, white-haired man. As the Loa of the sun, his daily course through the sky has taken its toll, and now he is crippled and must walk with a cane.

Legba has trouble understanding the fast pace of the modern era and is often confused by technology and sees it as the cause of strife in the world rather than a cure for age-old problems. He becomes annoyed with anyone who relies on machines to solve problems.

**Behavior While Riding:** The horse acts like an old man and can only move around with the aid of a cane. He acts in a wise and sage-like manner, but is easily distracted and occasionally forgets what he was saying. The horse enjoys sitting in the sunlight and drinking warm rum while chatting with friendly visitors. Legba has a soft spot for high quality tobacco and will respond favorably to anyone who offers it as a gift.

**Horse Attributes:** While possessed, the horse gains the following bonuses, penalties, and skills. The intensity of the possession varies, depending on the level of possession (see the Hougan advanced class).

*Possession I:* +1d3 Wis, -1d3 Str; 4 ranks of Knowledge (philosophy and theology).

*Possession II:* +1d6 Wis, -1d6 Str; 4 ranks of Knowledge (philosophy and theology), 4 ranks of Knowledge (arcane lore).

*Possession III:* +1d8 Wis, +1d4 Int, -1d8 Str, -1d4 Con; 8 ranks of Knowledge (philosophy and theology), 4 ranks in Knowledge (arcane lore).

**Burdens:** The character must move at the speed of an elderly man, moving at half speed and suffering a -4 penalty to Initiative checks. Alternatively, the character may not venture outside during daylight hours.

### Loco and Ayizan

*The Great Patrons*

**Personality and Duties:** Loco and Ayizan are the companions of Legba, assisting him in his duties. They are husband and wife and will always appear as a pair. It is thought that Loco was the first Hougan and Ayizan the first Mambo. Loco is a great healer and a master of the arts of the *asson*. Ayizan is the protector of sacred places and especially *hounfours*. Ayizan is the protector of Voudon rites. She also is concerned with seeing that women get fair and equal treatment, especially in religious rituals. While their presence always adds to the majesty of a rite, Loco and Ayizan are strict about all proprieties being observed—they mete out punishment to anyone who is lax in manner or etiquette during a ritual.

Loco and Ayizan are very active in the modern world, making sure that the old ways are practiced with skill and

respect. Loco is impressed at the progress of medicine, and shows his favors to doctors and others who tend to the sick. Ayizan is pleased to see that women no longer are treated as second-class citizens (as they were in the old days)—still, she sees room for further improvement.

**Behavior While Riding:** Loco and Ayizan always arrive together, requiring at least two horses to be present during a ritual. Loco’s horse stands with a rigid posture and has a stern demeanor, but gives praise if it is due. Ayizan is much more loose and friendly than her husband and enjoys laughing and drinking rum. She often berates men who are too macho, and will not abide misogyny in any form. She enjoys talking with women and pays special attention to pregnant ones, asking questions about the impending birth and offering motherly advice.

**Horse Attributes:** While possessed, the horse gains the following bonuses, penalties, and skills. The intensity of the possession varies, depending on the level of possession (see the Hougan advanced class).

*Possession I:* +1d6 Wis, -1d3 Str, -1d3 Dex; 4 ranks in Treat Injury (for Loco) or 4 ranks in Diplomacy (for Ayizan).

*Possession II:* +1d8 Wis, -1d4 Str, -1d6 Dex; 8 ranks in Treat Injury (for Loco) or 8 ranks in Diplomacy (for Ayizan).

*Possession III:* +1d10 Wis, -1d6 Str, -1d6 Dex; 12 ranks in Treat Injury (for Loco) or 12 ranks in Diplomacy (for Ayizan).

**Burdens:** Loco demands that the character loudly announce his presence before he casts any spell. Ayizan forbids the character to perform any spells or actions that cause harm to others. Alternatively, she may demand that the character attach himself to a woman, safeguarding her from even the slightest harm or inconvenience.

### Ogun

*The Master of Iron, Lord of Fire, The Wounded Hero*

**Personality and Duties:** Ogun is a mighty warrior and artificer of weapons. Possibly the most volatile of the Loa, Ogun is a slaughterer and the embodiment of the joy of battle. Ogun is associated with destructive fire, lightning, and pure Strength and aggression. Ogun is the “wounded soldier” and respects those that fight and suffer for what they believe in. Ogun detests lies and deceit and is merciless to those who rely on them in life.

Ogun is very much alive and well in the modern world, delighted to see so much warfare, but lamenting at how impersonal it has become—he prefers hand-to-hand battles rather than the remote controlled, fight-from-a-distance sort of warfare that is practiced today.

**Behavior While Riding:** The horse will stand tall and proud, like a soldier, but will be pained by a wound to his side that occasionally causes him to wince. His voice is strong and demanding and the horse always speaks the truth (as he knows and understands it). The horse loves weapons of all kinds and will be angry if he is not holding or carrying a sword or gun.

**Horse Attributes:** While possessed, the horse gains the following bonuses, penalties, and skills. The intensity of the possession varies, depending on the level of possession (see the Hougan advanced class).

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**Possession I:** +1d3 Str, +1d3 Con, -1d4 Int; 4 ranks in Knowledge (tactics)

**Possession II:** +1d6 Str, +1d6 Con, -1d6 Int; -1d3 Wis, 8 ranks in Knowledge (tactics).

**Possession III:** +1d8 Str, +1d8 Con, -1d8 Int, -1d6 Wis; 8 ranks in Knowledge (tactics).

**Burdens:** The character may not carry metal objects of any kind. Alternatively, Ogun may require the character to carry at all times the largest sword he can find.

### Simbi

*The Great Serpent, He-Who-Straddles-the-Waters*

**Personality and Duties:** Simbi straddles the lines between light and darkness, sea and sky. He serves as the quicksilver messenger who makes the impossible real. Simbi stands at the very center of the crossroads, and thus of everything. Because of this unique role, he perceives many truths, but this has made him suspicious of most speech, knowing that it can be used for lies or cause great misunderstandings. For this reason, Simbi often speaks in riddles and wordplay, to confuse lesser Hougans and those that wish to abuse Voudon for impure reasons.

In Simbi's eyes, not much has changed between the old and the modern world. People still seek knowledge as a form of power, and they often abuse what little knowledge they have at their disposal.

**Horse Attributes:** While possessed, the horse gains the following bonuses, penalties, and skills. The intensity of the possession varies, depending on the level of possession (see the Hougan advanced class).

**Possession I:** +1d6 Wis, +1d4 Int, -1d4 Str, -1d4 Dex; 4 ranks in Sense Motive.

**Possession II:** +1d8 Wis, +1d6 Int, -1d6 Str, -1d6 Dex; 4 ranks in Sense Motive, 4 ranks in Diplomacy.

**Possession III:** +1d10 Wis, +1d8 Int, -1d10 Str, -1d6 Dex, -1d4 Con; 8 ranks in Sense Motive, 4 ranks in Diplomacy.

**Burdens:** Simbi forbids the character from casting spells or incantations that relate to him (see Loa And Spells below) and insists that he speak only in a whisper.

## Voudon Rituals and Incantations

In addition to being able to cast normal spells, every Hougan and Bokor learns a variety of rituals that are the heart of Voudon. These rituals not only celebrate the Loa in their various forms, but also serve as the link that provides the Voudonist with the magic that powers his spells.

The rituals described below with the "incantation" notation use all the rules found in Chapter 3 of the *Urban Arcana Campaign Setting*.

### The Great Caille Ceremony/The Bokor Rite

Like Mages that must study their texts and Acolytes that must pray each day, so too must the Voudonist show his devotion to the Loa. Unlike these other spellcasters, a Voudonist need only perform this ritual once per week. The ritual is essentially the same for all Voudonists, although they call it by different

names. A Hougan calls it the *Great Caille Ceremony* while a Bokor calls it the *Bokor Rite*.

This ritual must be performed within a *hounfour*. In addition, the Voudonist must make sacrifices of rum, tobacco, and other items favored by the Loa, requiring a Wealth check with a Purchase DC equal to 5 + one-half his class level. The Voudonist can perform the ceremony without the sacrifices, but if he does, all his spells and incantations are performed as if the Voudonist were one caster level lower. For each additional week in which the he forgoes providing sacrifices, this penalty doubles. (In other words, he is at -1 caster level the first week, then an additional -2 caster levels the second week, and an additional -4 caster levels the third week.) If the Voudonist ever drops to an effective caster level of 0 or lower, he loses the ability to cast spells forever and can never gain any additional levels in either Bokor or Hougan.

### Djab's Call (Incantation)

Conjuration (Summoning)

**Skill Check:** Knowledge (arcane lore) DC 24; 6 successes;

**Failure:** Two consecutive failed skill checks; **Components:** V,

S, M; **Casting Time:** 60 minutes (minimum); **Range:** Close;

**Effect:** One summoned outsider; **Duration:** Variable (see text);

**Spell Resistance:** Will negates (DC 11 + Charisma modifier).

This incantation can only be learned by a Bokor of 3rd level or higher. It summons a *djab*, the Voudon term for any 1 HD outsider (see Chapter 8 of the *d20 Modern Roleplaying Game*). The ritual must be performed within the Bokor's *hounfour* and the creature summoned appears within its boundaries. You may ask the creature to perform one task in exchange for payment from you. You must be able to communicate with the creature called in order to bargain for its services.

The creature called requires payment for its services. This payment can take a variety of forms—rum, fine spices, gold or other precious metals, magic items, etc. The greater the payment, the more lengthy and complex a task the *djab* will be willing to perform.

For a payment worth Purchase DC 15, the *djab* will perform the task for a number of minutes equal to ten times the Bokor's class level. For payment worth Purchase DC 20, the *djab* will perform the task for a number of hours equal to the Bokor's class level. For a payment worth Purchase DC 25, the *djab* will perform the task for a number of days equal to the Bokor's class level.

On the round that the *djab* arrives, the Bokor must explain what task he wants performed and present his offering. On the following round the *djab* will either accept the payment and begin the task or refuse and insist the Bokor continue bargaining. (Extended bargaining does not shorten the length of the time a *djab* can perform tasks—the clock doesn't start running until the bargain is struck.) If the Bokor and *djab* cannot come to terms in 10 minutes, the *djab* automatically returns to its home beyond Shadow.

The *djab* has only the normal abilities associated with its species—it does not gain special movement or other powers. When the task has been completed, or the duration bargained





## Chapter Two: Voudon Magic

for expires, the *djab* fades back into Shadow. Before leaving, the *djab* reports its success to you, if appropriate and if possible.

**Secondary Casters:** 4 required (not including the primary caster).

**Backlash:** Attack. The summoned creature attacks the caster and will fight until it or the caster is killed.

**Special:** Primary caster must be a Bokor of 3rd level or higher, and must have allegiance to Voudon.

### Djab's Pact (Incantation)

Conjuration (Summoning)

**Skill Check:** Knowledge (arcane lore) DC 24; 6 successes;

**Failure:** Two consecutive failed skill checks; **Components:** V, S, M; **Casting Time:** 60 minutes (minimum); **Range:** Close;

**Effect:** One summoned outsider; **Duration:** Variable (see text);

**Spell Resistance:** Will negates (DC 11 + Charisma modifier).

This incantation can only be learned by a Bokor of 6th level or higher. It otherwise functions identically to *Djab's Call*, except that the Bokor may summon an outsider with up to 3 HD.

**Special:** Primary caster must be a Bokor of 6th level or higher, and must have allegiance to Voudon.

### Djab's Trust (Incantation)

Conjuration (Summoning)

**Skill Check:** Knowledge (arcane lore) DC 24; 6 successes;

**Failure:** Two consecutive failed skill checks; **Components:** V, S, M; **Casting Time:** 60 minutes (minimum); **Range:** Close;

**Effect:** One summoned outsider; **Duration:** Variable (see text);

**Spell Resistance:** Will negates (DC 11 + Charisma modifier).

This incantation can only be learned by a Bokor of 9th level or higher. It otherwise functions identically to *Djab's Call*, except that the Bokor may summon an outsider with up to 6 HD.

**Special:** Primary caster must be a Bokor of 9th level or higher, and must have allegiance to Voudon.

### Zombi Ritual (Incantation)

Necromancy

**Skill Check:** Knowledge (arcane lore) DC: 25; 6 successes;

**Failure:** Two consecutive failed skill checks; **Components:** V, S, M, B, XP; **Casting Time:** 6 hours (minimum); **Range:** Touch;

**Target:** One helpless living creature of fewer Hit Dice than you;

**Duration:** Permanent; **Saving Throw:** Will negates (DC 16 + Charisma modifier)

This incantation can only be learned by a 10th-level Bokor. By casting the *zombi ritual* incantation, part of the subject's soul (called the *gros-bon-ange*) is placed into a receptacle—a gem, large crystal, or skull—reducing the subject to a mindless thrall completely under the primary caster's control. This spell ends when the receptacle is destroyed or when the primary caster wills it to happen. During this time, the subject gains the Zombi Template described below.

**Focus:** A large gem, crystal, or ritually charged human skull (purchase DC 25).

**Secondary Casters:** 12 required (not including the primary caster).

**Backlash:** 4d6 points of damage.

**Experience Point Cost:** 100 XP.

**Failure:** Death. Primary caster's own spirit is damaged by the blasphemy of the ritual, causing her to die.

**Special:** Primary caster must be a 10th-level Bokor, and must have allegiance to Voudon.

## New Template: Zombi

The following new template is suitable for use in any game that makes use of Voudon spellcasting.

### Zombi

The zombi template is applied to subjects that have fallen under the effects of the *zombi ritual* incantation described above. The ritual strips away the part of the soul that gives a person their personality and will to live, called the *gros-bon-ange*. The victim then becomes a shambling mockery of his former self, acting out the will of the Bokor spellcaster who cast the spell.

Note that while similar to the zombie described in the *d20 Modern Roleplaying Game*, the zombi described here has many differences, the most basic being that creatures with this template are not undead.

### Creating a Zombi

"Zombi" is a template that can be applied to any living humanoid corporeal creature that has been successfully affected by the *zombi ritual* incantation (hereafter referred to as the "base creature"). A zombi uses all the base creature's statistics and abilities except as noted here.

**Challenge Rating:** +1

**Type:** Same as base creature.

**Hit Dice:** Drop any Hit Dice gained from experience, double the number of Hit Dice left, and raise them to d12.

**Speed:** Same as base creature.

**Defense:** Zombis gain +1 natural armor.

**Attacks:** A zombi retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature. A zombi also gains a Slam attack.

Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the zombi's size (but use the base creature's slam damage, if it's greater): Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium-size 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6. For the purposes of bonuses to damage, a slam attack is considered a two-handed attack.

**Special Attacks:** A zombi retains all the base creature's special attacks. However, a creature with levels in a spellcasting class, such as Bokor, Hougan, Mage, or Acolyte loses the ability to cast spells.

**Special Qualities:** A zombi retains all of a base creature's special qualities and gains the following.

**Turn Resistance:** A zombi has +4 turn resistance. Zombis can be turned or rebuked as undead even though they are not undead, but they cannot be destroyed in this manner.

## Chapter Two: Voudon Magic

**Remain Conscious:** Zombis are able to perform actions even after their hit points drop below 0. This ability functions identically to the Tough Hero talent of the same name (see Chapter 2 of the *d20 Modern Roleplaying Game*).

**Allegiances:** A zombi loses any previous allegiances and adopts a new allegiance to its creator. This new allegiance lasts only as long as the *zombi ritual* remains in effect.

**Saves:** A zombi's saving throw modifiers are based on Hit Dice and given on Table 8–2 in the *d20 Modern Roleplaying Game*.

**Action Points:** A zombi does not acquire or amass action points. While under the effects of the *zombi ritual* incantation, it cannot use any action points.

**Reputation Score:** A zombi retains the Reputation score that it had in life, but may not use it to modify a situation. It is used exclusively to determine if others recognize him for who he really is.

**Ability Scores:** A zombi's ability scores changes as follows: +6 Strength, –2 Dexterity. Additionally, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma decreases to 1.

**Skills:** The zombi can use no skills while under the influence of the *zombi ritual* incantation.

**Feats:** The zombi loses all of the base creature's feats and gains the Toughness feat for the duration of the *zombi ritual* incantation.

### The Bokor

The Bokor is a Voudonist drawn to the darker paths of Voudon. Depending on whom you ask, a Bokor is an evil tribal priest, a magical rogue who consorts with sinister powers, or simply a pragmatist unconcerned with such concepts as right or wrong. In olden times, the Bokor were greatly feared, laying waste to crops or bringing misfortune to all that displeased them. In these modern times, the Bokor are much more subtle, as their power is greatly diminished, but they are no less feared.

The Bokor do not venerate the Loa, but instead see them as sources of power to be bargained with, cajoled, or extorted to get what they want. They also deal with even stranger beings known as *djab*, creatures that practitioners of Western magic consider to be demons, elementals, or other outsiders.

Bokor are noted for their selfishness, and almost never consider other's needs above their own. They also tend to be charismatic individuals, and attract large groups of followers that seek easy paths to personal gain. Few Bokor consider their followers to be anything more than pawns, and will sacrifice them when the time is right. However, they will not do this haphazardly—the loyalty of their followers provides a Bokor with power and support when performing incantations.

Select this advanced class if you want your character to have spellcasting ability mixed with dark elements. She will have access to ancient power, but accessing these powers often comes at a price. The Bokor also makes an ideal evil NPC for the Gamemaster to use against the heroes.

The fastest path into this advanced class is from the Charismatic hero basic class, though other paths are possible.

### Requirements

To qualify to become a Bokor, a character must fulfill the following criteria.

**Abilities:** Charisma 10.

**Allegiance:** Voudon.

**Skills:** Knowledge (arcane lore) 6 ranks, Craft (visual arts) 6 ranks, Perform (dance) 4 ranks.

**Feats:** Iron Will and 1 of the following: Chosen of Carrefour, Chosen of Baron Samedhi, or Chosen of Simbi.

### Class Information

The following information pertains to the Bokor advanced class.

#### Hit Die

The Bokor gains 1d6 hit points per level. The character's Constitution modifier applies.

#### Action Points

The Bokor gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

#### Class Skills

The Bokor's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Craft (chemical, pharmaceutical, visual arts) (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcane lore, current events, earth and life sciences, popular culture, streetwise, theology and philosophy) (Int), Perform (dance) (Cha), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), Speak Language (none), Spellcraft (Int).

**Skill Points at Each Level:** 5 + Int modifier.

### Class Features

The following features pertain to the Bokor advanced class.

#### Arcane Skills

At 1st level the Bokor gains access to the following class skills as described under the Mage advanced class: Concentration, Craft (chemical), and Spellcraft. Further, the Bokor gains Use Magic Device as a class skill, as described under the Occultist advanced class. (For information on these skills, see Chapter 9 in the *d20 Modern Roleplaying Game*).

#### Arcane Spells

The Bokor's key characteristic is the ability to cast arcane spells, the same type of spells available to Mages. But a Bokor's knowledge of individual spells is much more limited than a Mage's. Further, because the Bokor deals with dark powers in order to gain her spellcasting abilities, she suffers a physical penalty every time she uses this ability (see Bokor's Price, below).

At 1st level, the Bokor knows only four 0-level spells (known as cantrips) and two 1st-level spells. At each level, the Bokor gains one or more new spells as indicated on the Bokor Spells Known chart below. For details, see Bokor Spells, below.



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An advantage the Bokor has over the Mage is that she does not need to prepare her spells in advance. Each day, the Bokor can cast a certain number of spells of each level, as indicated on the Spells per Day by Spell Level chart below. The number of spells that may be cast per day may be increased if the Bokor has a sufficiently high Charisma score (see the Bonus Spells by Spell Level chart, below).

However, in order to access her spellcasting abilities, a Bokor must perform the *Bokor Rite* once per week. When a full week has passed since she last performed the rite, her spellcasting powers cease to function until she performs it again. For details of the *Bokor Rite* and the full effects of failing to perform it regularly, see Voudon Rituals and Incantations, above.

A Bokor may use a higher-level slot to cast a lower-level spell. For example, if a 6th-level Bokor has used up all her 3rd-level spell slots for the day but wants to cast another one, she could use a 4th-level spell slot to do so.

A Bokor may spend 1 action point to “trade out” a known spell (losing it entirely) in exchange for another. This prevents her from being penalized for filling all the slots of her known spell list by allowing her some flexibility when she discovers new spells. Trading out a spell takes one hour and a successful Concentration check (DC 10).

The DC for a saving throw against a Bokor’s spells is 10 + the spell’s level + the Bokor’s Charisma modifier.

### Bokor’s Price

There is a price for the versatile spellcasting power the Bokor wields. Every time that the Bokor attempts to cast a spell, she suffers damage equal to 1d4 + spell level.

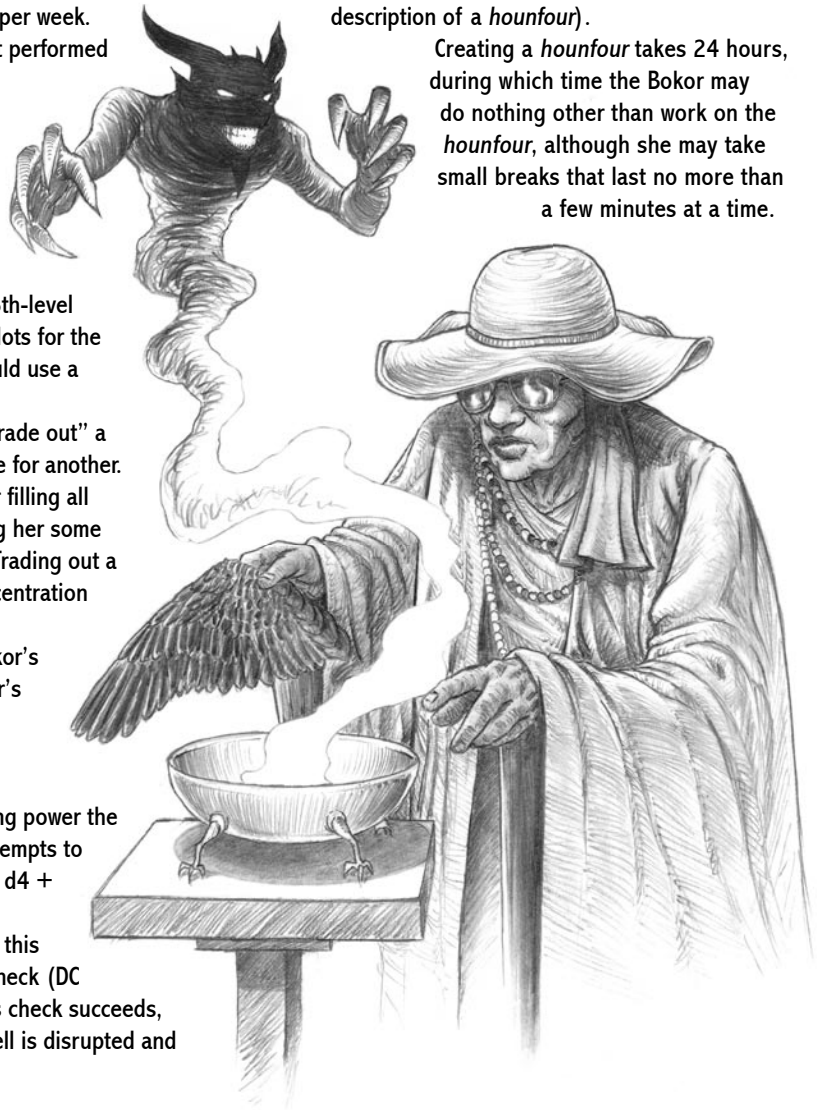
If the Bokor loses any hit points due to this damage, she must make a Concentration check (DC 10 + the number of hit points lost). If this check succeeds, the spell is cast normally. If it fails, the spell is disrupted and

the Bokor loses that spell slot for the day. If the Bokor has been reduced to 0 or fewer hit points, the remaining damage becomes Constitution damage.

### Create Hounfour

At 1st level, the Bokor gains the ability to create a sacred space, called a *hounfour*, that produces a number of special effects (see Voudon Magic above for a more detailed description of a *hounfour*).

Creating a *hounfour* takes 24 hours, during which time the Bokor may do nothing other than work on the *hounfour*, although she may take small breaks that last no more than a few minutes at a time.



**Table 2-2: The Bokor**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Arcane skills, arcane spells, bokor's price, create hounfour	+0	+0
2nd	+1	+0	+0	+3	Bonus feat, arcane spells	+1	+0
3rd	+1	+1	+1	+3	Djab's call, arcane spells	+1	+1
4th	+2	+1	+1	+4	Craft magic charm, arcane spells	+1	+1
5th	+2	+1	+1	+4	Bonus feat, arcane spells	+2	+1
6th	+3	+2	+2	+5	Djab's pact, arcane spells	+2	+2
7th	+3	+2	+2	+5	Arcane spells	+2	+2
8th	+4	+2	+2	+6	Bonus feat, arcane spells	+3	+2
9th	+4	+3	+3	+6	Djab's trust, arcane spells	+3	+3
10th	+5	+3	+3	+7	Zombi ritual, arcane spells	+3	+3

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The *hounfour* has a maximum size of 10 feet plus 5 feet per 2 class levels. Once established, a *hounfour* retains its arcane abilities for one week. If any sort of Voudon ritual is performed within its boundaries during that time, the *hounfour* will retain its arcane properties for one additional week. In other words, so as long as the *hounfour* is used at least once per week, it will remain active indefinitely.

Anyone inside a *hounfour* gains spell resistance from any spells or incantations cast from outside the circle. This spell resistance is equal to 10 + the class level of the Bokor who created the *hounfour*. If a person within a *hounfour* already possesses spell resistance from another source, his spell resistance instead increases by a number equal to the Bokor's level in the Bokor advanced class. This spell resistance has no effect on spells cast within the *hounfour*, although a person's innate spell resistance still applies.

Most people and creatures can move freely into and out of a *hounfour* without affecting it. However, anyone with the "outsider" creature type must make a Will save (DC 15 + class level of the Bokor who created the *hounfour*) to pass across the threshold into or out of the *hounfour*.

### Bonus Feats

At 2nd, 5th, and 8th level, the Bokor gets a bonus feat. The bonus feat must be selected from the follow list, and the Bokor must meet all the prerequisites of the feat to select it.

Attentive, Archaic Weapon Proficiency, Educated, Frightful Presence, Improved Magic Defense\*, Low Profile, Magic Defense\*, Studious, Toughness.

\* New feat described in *Modern Player's Companion*.

### Djab's Call

At 3rd level, the Bokor learns the *djab's call* incantation (see Voudon Rituals and Incantation for details).

### Craft Magic Charm

At 4th level, the Bokor gains the ability to create special magical charms, meant to be worn or carried by others.

To create a magic charm, the Bokor must spend 1 hour to perform a ritual in her *hounfour*. At the end of the ritual, she spends 1 action point to infuse magical energy into a doll, medicine bag, necklace, piece of parchment inscribed with arcane runes, or similar item (Purchase DC 5).

A magic charm has one of the following effects, chosen by the Bokor at the time of its creation:

- The bearer gains a +2 bonus to all saving throws. This effect ends as soon as the bearer fails a saving throw, at which time the charm is destroyed.
- The bearer suffers a –1 penalty to all attack rolls, saving throws, and skill checks. This effect ends as soon as the bearer beats the DC of such a roll by 5 or more.
- The bearer can be targeted by any spell or incantation cast by the Bokor who crafted the focus, regardless of distance. After the Bokor targets the bearer with a spell or incantation, however, the magic charm is destroyed (whether the spell or incantation succeeds or not).

All effects of a magic charm end if the charm is destroyed.

Bokor Level	Spells per Day by Spell Level					
	0	1	2	3	4	5
1st	5	3	—	—	—	—
2nd	6	4	—	—	—	—
3rd	6	5	—	—	—	—
4th	6	6	3	—	—	—
5th	6	6	4	—	—	—
6th	6	6	5	3	—	—
7th	6	6	6	4	—	—
8th	6	6	6	5	3	—
9th	6	6	6	6	4	—
10th	6	6	6	6	5	3

Bokor Level	Bokor Spells Known					
	0	1	2	3	4	5
1st	4	2	—	—	—	—
2nd	5	2	—	—	—	—
3rd	5	3	—	—	—	—
4th	6	3	1	—	—	—
5th	6	4	2	—	—	—
6th	7	4	2	1	—	—
7th	7	5	3	2	—	—
8th	8	5	3	2	1	—
9th	8	5	4	3	2	—
10th	9	5	4	3	2	1

Charisma Score	Bonus Spells by Spell Level					
	0	1	2	3	4	5
12–13	—	1	—	—	—	—
14–15	—	1	1	—	—	—
16–17	—	1	1	1	—	—
18–19	—	1	1	1	1	—
20–21	—	2	1	1	1	1
22–23	—	2	2	1	1	1

### Djab's Pact

At 5th level, the Bokor learns the *djab's pact* incantation (see Voudon Rituals and Incantation for details).

### Djab's Trust

At 9th level, the Bokor learns the *djab's trust* incantation (see Voudon Rituals and Incantation for details).

### Zombi Ritual

At 10th level, the Bokor learns the *zombi ritual*, a terrible rite that strips the spirit of a person from their body, reducing them to a mindless servant of the Bokor (see Voudon Rituals and Incantation for details).

## Bokor Spells

Bokor have access to all Arcane spells in the *d20 Modern Roleplaying Game*, *Urban Arcana Campaign Setting*, and Chapter



### The Hougan

One of this book, except those listed below. Spells marked with an asterisk (\*) appear in Chapter One of this book.

0-Level—*fingernailgun\**, *flashpaint\**, *manual-focus binoculars\**, *no doze\**, *phantom sniper\**; 1st-Level—*be the ball\**, *cellular barrage\**, *cellular hand\**, *download skill\**, *dud\**, *hypnotic screensaver\**, *R&R\**, *whoopwhorlarch\**; 2nd-Level—*autopilot\**, *blowout\**, *floor it\**, *hand gun\**, *knockout gas\**, *mine detector\**, *questionnaire\**, *vigilant vermin\**, *web, zonk\**; 3rd-Level—*greater hand gun\**, *hand grenade\**, *itchy trigger finger\**, *jury rig\**, *object to ink\**, *rebroadcast\**, *universal remote\**; 4th-Level—*animate dead*, *cranial hard drive\**, *dimension door*, *greater autopilot\**, *rocket launcher\**, *wall of fire*, *wall of ice*; 5th-Level—*save to disk\**, *telekinesis*, *wall of iron*, *wall of stone*

#### Burden Lists

Bokor may not cast any spell that requires energy from a Loa that has placed a burden on the Hougan (see Loa and Spells).

**All:** 0—*mage hand*; 1st—*light-gathering eyes\**; 2nd—*enhance ability*, *resist energy*; 4th—*bestow curse*, *remove curse*.

**Agwé:** 0—*light*, *prestidigitation*; 3rd—*water breathing*; 4th—*amphibious craft\**, *energy trap*, *ice storm*; 5th—*cone of cold*.

**Ashadeh Bòcò:** 0—*light*, *prestidigitation*, *welding touch*; 1st—*tinnitus\**; 3rd—*lightning bolt*; 4th—*energy trap*.

**Baron Samedhi:** 0—*daze*, *prestidigitation*; 1st—*bypass bystanders\**, *ray of fatigue*; 3rd—*vertigo\**; 4th—*brawl\**, *fear*; 5th—*cloudkill*.

**Carrefour:** 0—*daze*, *prestidigitation*; 1st—*cause fear*; 3rd—*halt undead*; 4th—*fear*.

**Damballah and Ayida Wèdo:** 0—*light*, *prestidigitation*; 1st—*feather fall*; 2nd—*levitate*; 3rd—*yardbird\**; 4th—*ice storm*.

**Dan Petro:** 0—*light*, *prestidigitation*; 1st—*jump*; 2nd—*knock*, *spider climb*; 3rd—*haste*, *hold person*, *slow*; 5th—*hold monster*, *passwall*.

**Erzulie:** 0—*daze*, *light*, *prestidigitation*; 1st—*change self*, *plain brown wrapper\**, *sleep*, *sparkly shiny\**; 2nd—*blur*, *glitterdust*, *invisibility*; 3rd—*displacement*, *gender bender\**, *invisibility sphere*; 4th—*confusion*.

**Ghede:** 0—*prestidigitation*; 1st—*ray of fatigue*; 2nd—*darkvision*; 3rd—*vertigo\**.

**Legba:** 0—*detect magical aura*, *light*, *prestidigitation*, *resistance*; 1st—*hold portal*, *mage armor*, *shield*; 2nd—*arcane lock*, *protection from arrows/bullets*; 3rd—*dispel magic*; 4th—*minor globe of invulnerability*, *stoneskin*; 5th—*phantom watchdog*, *wall of force*.

**Ogun:** 0—*light*, *prestidigitation*, *resistance*; 1st—*burning hands*, *bypass bystanders\**, *magic missile*, *magic weapon*, *point-'n'-shoot\**, *power device*; 3rd—*fireball*, *flaming projectiles*, *greater magic weapon*, *keen edge*; 4th—*brawl\**, *shout*; 5th—*cloudkill*.

**Simbi:** 0—*detect magical aura*, *jargon\**, *light*, *message*, *prestidigitation*, *read magic*; 1st—*comprehend languages*; 2nd—*glitterdust*, *locate object*, *magic mouth*, *see invisibility*; 3rd—*communication barrier\**, *dispel magic*, *tongues*, *x-mark\**; 4th—*arcane eye*.

A Hougan is the traditional priest of the Voudon religion. It is his duty to listen to and interpret the wishes of the Loa, provide spiritual guidance to the devoted, and act as a social anchor for the people. The Hougan fulfills many roles among his community—leader, doctor, advisor, and confessor to name just a few.

Any Voudon worshipper may be possessed by the spirit of a Loa during a ritual, but the Hougan experiences these spiritual joinings on a much more frequent basis. He calls upon the Loa daily and uses his connection to these powerful beings to cast spells imbued with divine energy. Modern Hougans make no distinction between the Old World Loa (those brought over from Africa with the original slaves and practitioners) and New World Loa (those who were adopted from the native spirits of the Caribbean and other places that Voudon is now practiced) and call upon either as the need arises.

In the modern era, Hougans can be found anywhere—the shanty towns of Haiti, the sultry streets of New Orleans, or even in small towns in the heartland of America. No matter where he is, the Hougan still performs the same tasks that his kind have always done. Many own or are affiliated with shops that sell the various supplies needed for Voudon rituals, while others keep to themselves, revealing their powers only to other trusted believers in Voudon. Some Hougans wear the “primitive” regalia of old—loin cloths, body paint, and ritualistic tattoos and piercings—but most dress in typical modern outfits. Since the Loa themselves make efforts to adapt and change to the modern world, these Hougans believe that a Voudon priest should do no less.

Select this advanced class if you want your character to draw upon the powers of the Loa to perform magic.

The fastest path into this advanced class is from the Dedicated hero basic class, though other paths are possible.

#### Requirements

To qualify to become a Hougan, a character must fulfill the following criteria.

**Allegiance:** Voudon

**Skills:** Craft (visual arts) 6 ranks, Knowledge (arcane lore) 6 ranks, Knowledge (theology and philosophy) 6 ranks, Spot 6 ranks.

**Feats:** Iron Will; any 1 of the “Chosen of” feats (except Chosen of Carrefour, Chosen of Baron Samedhi, or Chosen of Simbi). The Loa then becomes his “Chosen Loa” for the purposes of spells and incantations.

**Holy Symbol:** When the character declares himself a Hougan, he creates an *asson* as a symbol of his faith. An *asson* is a ceremonial rattle, usually made of a large gourd, filled with snake vertebrae and wrapped in a net of beads. Creating an *asson* takes 6 hours once the appropriate materials have been gathered (no check required).

The *asson* is referred to as the Hougan’s holy symbol. It is usually no larger than 12 inches long by 6 inches wide, can easily be held in one hand, and has no appreciable weight. The Hougan needs his *asson* to cast spells and to

## Chapter Two: Voudon Magic

turn or rebuke undead. If the Hougan's *asson* is lost, stolen, or broken, he cannot use these powers until he creates a new one.

### Class Information

The following information pertains to the Hougan advanced class.

#### Hit Die

The Hougan gains 1d8 hit points per level. The character's Constitution modifier applies.

#### Action Points

The Hougan gains a number of action points equal to 6 + one half his character level, rounded down, every time he attains a new level in this class.

#### Class Skills

The Hougan's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Craft (pharmaceutical, visual arts) (Int), Diplomacy (Cha), Knowledge (arcane lore, behavioral sciences, current events, earth and life sciences, popular culture, theology and philosophy) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), Speak Language (none), Treat Injury (Wis).

**Skill Points at Each Level:** 5 + Int modifier.

### Class Features

The following features pertain to the Hougan advanced class.

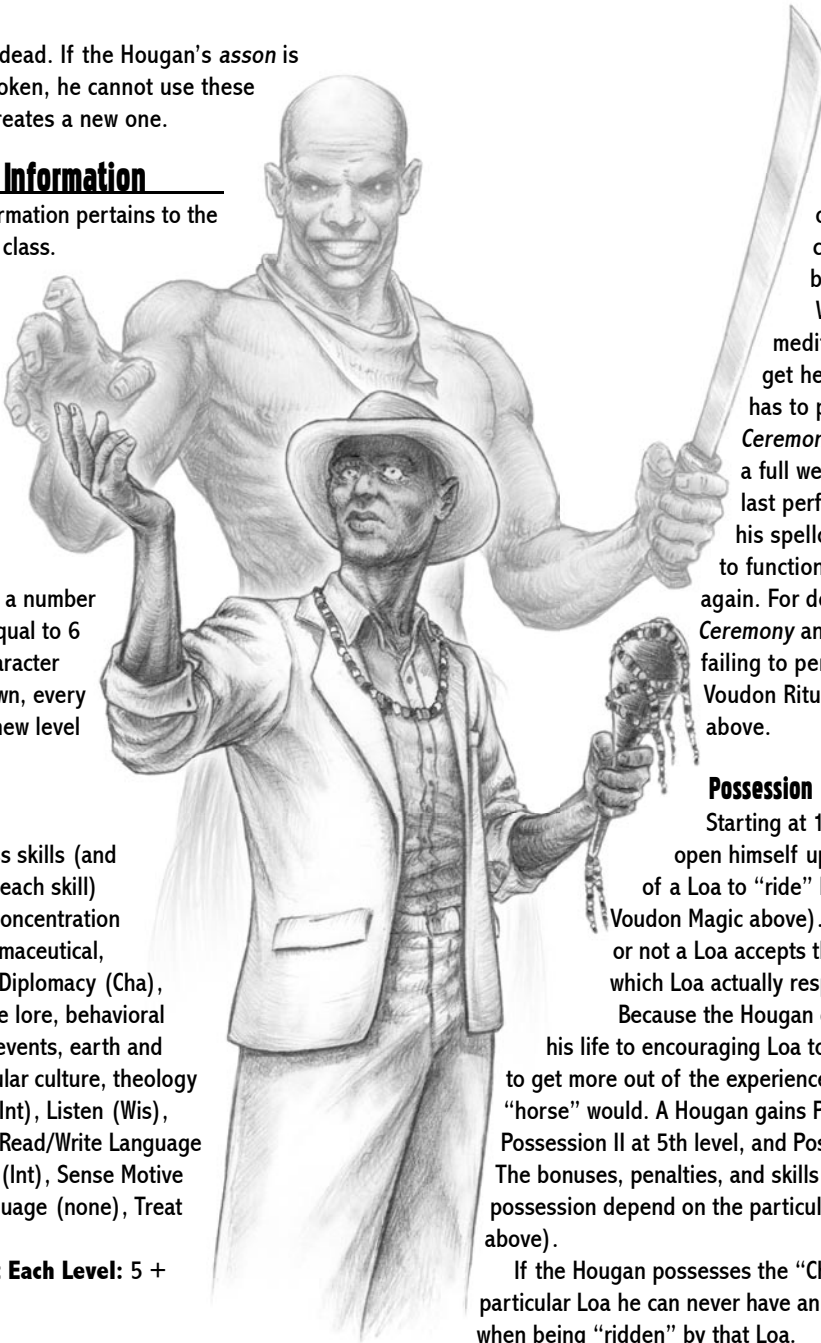
#### Divine Skills

At 1st level the Hougan gains access to the Concentration and Spellcraft skills as described under the Acolyte advanced class (see Chapter 9 in the *d20 Modern Roleplaying Game*). These skills are considered permanent class skills for the Bokor.

#### Divine Spells

The Hougan's key characteristic is the ability to cast divine spells similar to those cast by an Acolyte (See Chapter 9 in the *d20 Modern Roleplaying Game*). See Hougan Spells below for details on which spells he may select.

The Hougan is limited to a certain number of spells of each spell level per day, according to his Hougan class level.



In addition, the Hougan receives bonus spells based on his Wisdom score. Determine the Hougan's total number of spells per day by consulting the two charts below.

Whereas the Acolyte must meditate or pray in order to get her spells, a Hougan only has to perform the *Great Caille Ceremony* once per week. When a full week has passed since he last performed the ceremony, his spellcasting powers cease to function until he performs it again. For details of the *Great Caille Ceremony* and the full effects of failing to perform it regularly see Voudon Rituals and Incantations above.

#### Possession

Starting at 1st level, the Hougan can open himself up and invite the spirit of a Loa to "ride" him (see Possession, in Voudon Magic above). The GM decides whether or not a Loa accepts the invitation, as well as which Loa actually responds.

Because the Hougan devotes a great deal of his life to encouraging Loa to "ride" him, he learns to get more out of the experience than an ordinary "horse" would. A Hougan gains Possession I at 1st level, Possession II at 5th level, and Possession III at 9th level. The bonuses, penalties, and skills gained during the possession depend on the particular Loa (see Voudon Magic above).

If the Hougan possesses the "Chosen of" feat of a particular Loa he can never have an ability score reduced to 0 when being "ridden" by that Loa.

#### Create Hounfour

At 1st level, the Hougan gains the ability to create a sacred space, called a *hounfour*, that produces a number of special effects. This has the same benefits and effects as the Bokor ability of the same name.

#### Turn or Rebuke Undead

Starting at 1st level, the Hougan gains the supernatural ability to affect undead creatures, such as skeletons, vampires, ghosts, and zombies. This ability also works on creatures that have been affected by the *zombi ritual* incantation, even though they are not undead. Zombis can be turned or rebuked, but they cannot be destroyed using this ability.

The Hougan's ability works identically to the Acolyte ability of the same name except that the Hougan can both



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turn and rebuke undead creatures. Each time he uses this power he must decide whether he wants to turn or rebuke his targets. For details, see Chapter 9 of the *d20 Modern Roleplaying Game*.

### Bonus Feats

At 2nd, 5th, and 8th level, the Hougan gets a bonus feat. The bonus feat must be selected from the follow list, and the Hougan must meet all the prerequisites of the feat to select it.

Animal Affinity, Archaic Weapon Proficiency, Attentive, Educated, Frightful Presence, Improved Magic Defense\*, Low Profile, Magic Defense\*, Studious, Trustworthy.

\* New feat described in *Modern Player's Companion*.

### Craft Magic Charm

At 4th level, the Hougan gains the ability to create special magical charms, meant to be worn or carried by others. This ability is identical to the Bokor ability of the same name.

### Turn or Rebuke Outsiders

At 6th level, the Hougan gains the supernatural ability to affect outsiders. The ability functions identically to the Acolyte ability of the same name except that the Hougan can both turn and rebuke outsiders. Each time he uses this power he must decide whether he wants to turn or rebuke his targets. For details, see Chapter 9 of the *d20 Modern Roleplaying Game*.

### Wisdom of the Past

At 7th level, the Hougan increases the power of some spells he casts. When casting a spell that is associated with the Loa for whom the Hougan has the "Chosen of" feat, the Hougan gains an additional +1 to his effective caster level.

### Engagement Ritual

At 10th level, the Hougan becomes more adept at being a "horse" for his chosen Loa. When being "ridden" by the Loa for whom he has the "Chosen of" feat, the Hougan gains the normal attribute and skill bonuses but does not suffer any of the ability score penalties that that Loa normally imposes.

Hougan Level	Spells per Day by Spell Level					
	0	1	2	3	4	5
1st	2	1	—	—	—	—
2nd	2	2	—	—	—	—
3rd	2	2	1	—	—	—
4th	3	2	2	—	—	—
5th	3	3	2	1	—	—
6th	3	3	2	1	1	—
7th	4	3	3	1	1	1
8th	4	4	3	2	2	2
9th	3	3	3	2	2	2
10th	4	3	3	3	3	3

Wisdom Score	Bonus Spells by Spell Level					
	0	1	2	3	4	5
12–13	—	1	—	—	—	—
14–15	—	1	1	—	—	—
16–17	—	1	1	1	—	—
18–19	—	1	1	1	1	—
20–21	—	2	1	1	1	1
22–23	—	2	2	1	1	1

### Hougan Spells

Hougan have access to all Divine spells in the *d20 Modern Roleplaying Game*, *Urban Arcana Campaign Setting*, and Chapter One of this book, except those listed below. Spells marked with an asterisk (\*) appear in Chapter One of this book.

0-Level—*hermetic membrane\**; 1st-Level—*hawkeye\**, *missionary haven\**, *tanglemat\**; 2nd-Level—*ectodermis\**, *knockout gas\**, *sympathetic sound\**; 3rd-Level—*animate dead*, *divine copilot\**; 5th-Level—*reverse-view mirror\**, *wall of stone*.

### Burden Lists

Hougan may not cast any spell that requires energy from a Loa that has placed a burden on the Hougan (see Loa and Spells).

**All:** 1st—*bless*, *shield of faith*; 2nd—*aid*, *enhance ability*, *resist energy*, *zen focus\**; 3rd—*bestow curse*, *prayer*, *remove curse*; 4th—*faith's fury*.

**Table 2-3: The Hougan**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+2	Divine skills, possession I, turn or rebuke undead, create hounfour	+0	+0
2nd	+1	+3	+0	+3	Bonus feat, divine spells	+1	+0
3rd	+1	+3	+1	+3	Divine spells	+1	+1
4th	+2	+4	+1	+4	Craft magic charm, divine spells	+1	+1
5th	+2	+4	+1	+4	Divine spells, possession II	+2	+1
6th	+3	+5	+2	+5	Turn or rebuke outsiders, divine spells	+2	+2
7th	+3	+5	+2	+5	Wisdom of the past, divine spells	+2	+2
8th	+4	+6	+2	+6	Bonus feat, divine spells	+2	+3
9th	+4	+6	+3	+6	Divine spells, possession III	+3	+3
10th	+5	+7	+3	+7	Engagement ritual, divine spells	+3	+3

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**Agwé:** 0—create water; 1st—command; 5th—greater command.

**Ashadeh Bòcò:** 1st—tinnitus\*; 2nd—shatter, silence; 4th—carillon\*; 5th—flaming wrath, insect plague.

**Baron Samedhi:** 0—inflict minor wounds; 1st—bane, cause fear, inflict light wounds; 2nd—bloodcurdling scream\*, inflict moderate wounds; 3rd—inflict serious wounds; 4th—inflict critical wounds; 5th—greater command, mass inflict light wounds, raise dead.

**Carrefour:** 1st—command, remove fear; 5th—greater command.

**Damballah and Ayida Wèdo:** 0—light; 1st—command; 2nd—yardbird\*; 5th—greater command.

**Dan Petro:** 2nd—hold person, spider climb; 4th—, freedom of movement.

**Erzulie:** 1st—command, sparkly shiny\*; 4th—instant fame\*; 5th—greater command.

**Ghede:** 1st—command, cure light wounds; 2nd—delay poison, lesser restoration, remove paralysis, silence; 3rd—

remove disease; 4th—cure critical wounds, neutralize poison; 5th—greater command.

**Legba:** 0—detect magical aura, read magic, resistance; 1st—be the ball\*, command; 3rd—dispel magic, glyph of warding; 4th—guardian angel\*; 5th—break enchantment, greater command.

**Loco and Ayizan:** 0—cure minor wounds; 1st—command, cure light wounds, remove fear; 2nd—canned manna\*, cure moderate wounds, silence; 3rd—cure serious wounds; 4th—cure critical wounds, restoration; 5th—greater command, mass cure light wounds.

**Ogun:** 0—virtue; 1st—command, magic weapon; 2nd—bloodcurdling scream\*, shatter, zone of truth; 3rd—searing light; 4th—brawl\*, greater magic weapon; 5th—flaming wrath, greater command.

**Simbi:** 1st—command, comprehend languages, jargon\*, questionnaire\*, sympathetic trail\*; 2nd—augury; 3rd—locate object, status, sympathetic sight\*, x-mark\*; 4th—discern lies, tongues; 5th—greater command, true seeing.





# Chapter Three: Mundane Magic

Even in campaigns where magic is real, only in the rarest cases will it be omnipresent. No matter how powerful, influential, or common magic is, there will be people in the world who may not, cannot, or choose not to avail themselves of spellcasting abilities and magic items.

At first glance, it is clear that any character denied access to (or even knowledge of) arcane and divine effects is at a significant disadvantage when confronting an opponent who makes use of spellcasting and supernatural powers. However, like the martial artist facing an opponent with a shotgun, the odds can be evened with the right training and tools.

This chapter deals with various ways mundane characters can improve their ability to function effectively in a world where paranormal abilities are real.

## Superstitions: Rituals and Talismans

Folklore and superstitions around the world speak of ways to protect oneself from witches, magic, and monsters—protection that requires no ability to wield magic. From making “the horns” to ward off the evil eye, to tossing salt over your shoulder to protect against bad luck, these are simple, inexpensive acts and talismans that anyone can employ.

Inevitably, one wonders, if all those superstitious methods of protection against magic have a basis in fact, why don't people in a campaign world that features FX use them all the time? If a simple hand gesture can ward off the evil eye, one would expect anyone who knows about magic to make the gesture often, and that just doesn't happen. There are several reasons why not.

The first reason is that each action or substance only has limited effectiveness—one can never be sure if it worked. Heroes have no way of knowing whether that a ritual act or talisman saved them or whether they would have achieved the same success on their own. (Of course, players can and do look at dice rolls and may know when they would have failed a saving throw.) In addition, ritual acts and talismans only work in certain specific situations. So the heroes either have to know what they are going to encounter in advance and prepare just the right talismans and gestures, or they have to carry a bundle of little trinkets around with them, which isn't always practical or socially acceptable.

The second reason is ignorance. Many people don't carry these talismans or perform these acts simply because they don't know of them. Even if the general public knows about magic in a given campaign, even if magic is commonly accepted and understood, no one knows every folkloric ward in the world. Even if someone did, it is very difficult to filter out the relatively few puissant guards against the forces of magic from the mass of ineffectual superstitions.

The third is a combination of expense and limited duration. Many ritual acts must be performed when a spell is cast,

as a readied action in response to a spell being cast. Most substances lose effectiveness over time. Most people are unwilling to constantly spend money on things that they can't be sure are doing the job, which is why so many people in the real world don't bother taking vitamins.

The rules presented below model these restrictions, fallibilities, and difficulty of use. Though they can provide characters with additional protection against magic, the drawbacks associated with them will likely make their use rare, rather than commonplace.

### Learning

A character may know of a number of talismans and rituals equal to twice her character level plus her Intelligence modifier (minimum 0). Her player should record those she knows on her character sheet. Learning the benefits of a talisman or a particular ritual requires a Research check (DC 15). If the researcher has 5 ranks in either Knowledge (behavioral sciences) or Knowledge (history) she gains a +2 synergy bonuses to the check. Each attempted check takes 2d6 hours and provides knowledge of one ritual or talisman.

### Rituals

These are simple acts that, if performed correctly and at the correct time, can protect an individual or group. None of them are magical, so they are unaffected by things that counter, dispel, or suppress magic.

**Barriers:** Thresholds, gateways, running water, and walls have great significance in folklore. Barriers can be created using substances like holy water, salt, a mixture of salt and flour, herbs, or smoke from particular herbs or wood (e.g., burning sage). Each barrier affects only a particular type of opponent: A barrier that is proof against spirits is not proof against vampires. Those who wish to discover an effective barrier must indicate what kind of creature they are trying to ward against before making their Research check.

Provided there is a sufficient amount of the required substance, a barrier can be placed around an individual as a full round action. An entire structure can become a barrier if each access point (window, door, chimney, ventilation duct, and so on) is protected—each aperture takes a full round action to protect. Crossing a barrier requires that creatures of the appropriate type make a Will save (DC 5 + the average level of all characters involved in placing the barrier).

**Gestures:** An appropriate gesture, such as the many protections against “the evil eye” in world superstitions, can sometimes provide a measure of protection. A gesture is only effective against a single specific spell. For example, a gesture that wards against *magic missile* cannot also provide protection from *arcane eye*. However, it makes no difference whether the spell is cast as a divine or an arcane spell.

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Gestures face the same restrictions as the somatic components of spell (see Chapter 10 of the *d20 Modern Roleplaying Game*). A character cannot use a gesture while bound, grappled, or with both hands full or occupied. However, wearing armor has no effect on the ability to use a warding gesture.

A character may perform warding gestures a number of times per day equal to her Wisdom bonus (minimum 1). Note that this is a total number of times per day for all gestures, not how many times she may perform each gesture. She can, of course, keep making the gesture after this, but it won't have any effect.

How a gesture is used depends on a spell's duration:

- If a spell has an instantaneous effect (for example, *magic missile*), then a character may ready a gesture just like a counterspell against a spellcaster. In this case, when the spellcaster starts a spell, the character gets a chance to identify it with a Spellcraft check (DC 15 + spell level) if she has ranks in that skill. Whether or not the check succeeds, the character may perform a warding gesture, but if it succeeds the character may choose not to perform a gesture if she doesn't know one that is effective against the spell being cast. If the character performs an appropriate warding gesture, the player rolls 1d20 + 1/2 character level. If the result is higher than the caster level of the spellcaster, then the spell fails.
- If a spell has a timed duration or a duration of concentration, the gesture can be performed at any time during the spell's duration. Performing a warding gesture in this manner is an attack action. This gives the character performing the gesture spell resistance equal to half her character level for 1 round. This resistance extends in a five-foot radius around the character that performed the gesture. If, for example, the sensor of an *arcane eye* spell crosses the radius of a gesture attuned to that spell, the caster must make a caster check or lose the spell.
- If a spell's duration is permanent, gestures have no effect.

**Prayers:** A prayer can be performed as an attack action without the presence of any holy symbol, medallion, or text. A praying character adds her ranks in Concentration to all Will saves made against Divine spells and the spell-like and supernatural abilities of outsiders. The protection lasts for 1 round, and the prayer can be repeated as often as is necessary.

### Talismans

These are objects that, if worn properly, can provide some additional protection against specific types of spells. Talismans are not magical, so they are unaffected by things that counter, dispel, or suppress magic. Each talisman description contains most or all of the following pieces of information.

**Name:** What the talisman does in descriptive terms.

**Description:** A description of the size and shape of the object or substance.

**Worn As:** This lists the forms in which the object or substance may be effectively crafted, and determines on which parts of the body it may be worn (see Limit on FX Items Worn in Chapter 10 of the *d20 Modern Roleplaying Game*).

**Effect:** What the talisman does in rules terms.

**Purchase DC:** The minimum Purchase DC for a single object or substance.

**Duration:** How long the protection of the object or substance lasts. Most talismans provide protection against a specific number of spell levels. Each time the talisman is used, subtract the level of the cast spell from the talisman's current duration.

Note that a talisman provides full protection until its duration is completely exhausted. For example, amber can protect against 12 levels of spells. If a particular piece of amber has already protected against 9 levels of spells and a 4th-level spell is cast, then the character still gets the full benefit of the amber's effect but the amber is immediately useless afterwards.

For those talismans that provide protection against creatures and their abilities, treat a creature or its abilities as a spell of a level equal to half the creature's Hit Dice. When measuring its effect on a talisman, a poison has an effective spell level based on its restriction rating—the spell level is equal to the black market Purchase DC listed on Table 4–1 of the *d20 Modern Roleplaying Game*.

### Common Talismans

These common talismans are presented in alphabetical order.

**Amber:** Amber provides protection against transformation.

As it functions, amber gradually becomes soft and cloudy.

*Description:* A piece of amber, roughly the size of a human finger. *Worn as:* Amulet, bracelet, brooch, earring, medallion, necklace, ring, scarab. *Effect:* +1 bonus on saves against Transmutation spells and effects, and the spell-like and supernatural abilities of aberrations. *Duration:* A piece of amber protects against 12 levels of spells. *Purchase DC:* 12.

**Aqua Regia:** *Aqua regia* is a mixture of nitric and hydrochloric acids that liberates chlorine, named because it can dissolve the “king” of metals, gold. As *aqua regia* functions, it becomes cloudy and loses potency until it smells and acts like water.

*Description:* A glass vial that contains a few ounces of *aqua regia*. *Worn as:* Amulet, brooch, medallion, necklace, scarab. *Effect:* +1 bonus on all saves against Abjuration spells and effects and a +1 bonus on saves against poison. *Duration:* A vial of *aqua regia* protects against 12 levels of spells. *Purchase DC:* 8.

**Bells or chimes:** These small musical items protect the mind against attempts to control or influence it. As they function, bells and chimes darken, crack, and become discordant. *Description:* At least one bell or chime the size of a human finger knuckle. *Worn as:* Anklet (takes the place of boots, shoes, or sandals), bracelet, earring, medallion, necklace. *Effect:* +1 bonus on saves against mind-affecting Enchantment spells and effects. *Duration:* A bell or chime protects against 8 levels of spells. *Purchase DC:* 8.

**Cedar:** Talismans of this wood are made from any type of cedar tree other than cypress or mahogany. As it functions, a cedar talisman rots and crumbles. *Description:* A piece of cedar at least four inches in length. *Worn as:* Amulet, bracelet, brooch, medallion, necklace, scarab. *Effect:* +1 bonus on all saves against Illusion spells and effects. *Duration:* A piece of cedar protects against 8 levels of spells. *Purchase DC:* 6.

**Cinnabar:** This is a deep red mineral that results in mercury sulfide when properly processed. In Asia, alchemists

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believed it was a key ingredient in an elixir of immortality. As it functions, a cinnabar talisman turns the color of dried blood

### For Character Creation

The GM should decide whether heroes know a handful of effective rituals and talismans at the start of play. In campaigns where the heroes learn about presence of magic and spellcasting sometime after the first few adventures, they should not begin the game with knowledge about rituals and talismans. In campaigns where magic is commonplace, each hero should be able to start the game knowing about a number of rituals and talismans equal to her Intelligence bonus. The GM should determine randomly which ones the heroes know (see Table 3–1 Random Rituals and Talismans below) or assign them based on character concept and background.

**Table 3-1: Random Rituals and Talismans**

d%	Ritual or Talisman
<b>Rituals</b>	
01-03	Barrier
04-07	Gesture
08-10	Prayer
<b>Talismans</b>	
11-12	Amber
13-14	Aqua Regia
15-17	Bells or Chimes
18-20	Cedar
21-24	Cinnabar
25-28	Clover
29-31	Cold Iron
32-35	Feathers, Eagle
36-38	Feathers, Peacock
39-41	Ghost Money
42-44	Gold
45-47	Hemlock
48-50	Horseshoe
51-54	Hu Fu
55-56	Jade
57-60	Mercury
61-62	Oak and Ash
63-65	Pearl
66-69	Predator, Claw
70-72	Predator, Fang
73-76	Rabbit's Foot
77-78	Silk Charm
79-81	Thousand-stitch Headband
82-85	Wolfsbane
86-89	Worry Beads
<b>Divine Talismans</b>	
90-93	Holy Symbols and Medallions
94-97	Holy Water
98-00	Phylactery

and crumbles away. *Description:* A piece of unprocessed cinnabar. *Worn as:* Amulet, brooch, earring, medallion, necklace, ring, scarab. *Effect:* +1 bonus on Will saves against Necromancy spells and effects. *Duration:* A piece of cinnabar protects against 4 levels of spells. *Purchase DC:* 4.

**Clover:** Although superstitions about the four-leafed clover are the most commonly heard, any type of clover is effective. As the clover functions, it darkens, dries, and becomes brittle. *Description:* A complete flower. *Worn as:* Amulet, brooch, medallion, scarab. *Effect:* +1 bonus on Will saves against Abjuration spells and effects. *Duration:* Clover protects against 4 levels of spells. *Purchase DC:* —.

**Cold Iron:** Unforged iron acts as an anchor and stabilizing element. As it functions, it oxidizes and becomes reddish and brittle. *Description:* Roughly a half pound of wrought iron (not forged or alloyed iron). *Worn as:* Amulet, bracelet, brooch, earring, medallion, necklace, ring, scarab. *Effect:* +1 bonus on saves against Conjunction spells and effects, +1 dodge bonus to Defense against attacks made by summoned creatures. *Duration:* A piece of cold iron protects against a total of 12 levels of spells and 12 attacks by summoned creatures. (Note that many creatures have multiple attacks per round—bite, claw, etc.). *Purchase DC:* 5.

**Feathers, Eagle:** Gathering eagle feathers used to require journeys in the wilderness, hazardous climbs to eagle nests, and potentially combat with an eagle. Now one can buy them over the Internet (although feathers from an American bald eagle require the purchaser to prove that he is a Native American—and the waiting list is years long). As it functions,

Will saves against Evocation spells and effects. *Duration:* Eagle feathers protect against 4 levels of spells. *Purchase DC:* 5.

**Feathers, Peacock:** Many myths surround the beautiful tail feathers of the peacock, and as talismans they draw power from those myths. As it functions, a peacock feather talisman gradually becomes ragged and bedraggled. *Description:* A single, intact tail feather from a peacock. *Worn as:* Headband or carried in one hand. *Effect:* +1 bonus on all saves against Evocation spells and effects. *Duration:* Peacock feathers protect against 8 levels of spells. *Purchase DC:* 5.

**Ghost Money:** In Chinese tradition, people paint yellow paper with lucky symbols and burn it on special occasions to send it to the ancestors. In the spirit world, it has the same value as money in the real world. Many also consider coins from foreign lands, coins used as emblems by organizations, and coins handed down through a family to be lucky. As it functions, a ghost money talisman becomes tarnished and brittle. *Description:* Currency. *Worn as:* Amulet, brooch, medallion, necklace. *Effect:* +1 bonus on all saves against mind-affecting Enchantment spells and effects; and +1 bonus against spell-like and supernatural effects caused by undead creatures. *Duration:* Ghost money protects against 12 levels of spells. *Purchase DC:* 10.

**Gold:** One of the earliest metals worked by humans. Although alchemists were known for trying to turn lead into gold, their belief was that doing so would teach them much about perfection and thus the secret of eternal life for the person wearing it. As it functions, a gold talisman becomes brassy and brittle, and begins leaving green stains. *Description:* Gold jewelry. *Worn as:* Amulet, bracelet, brooch, earring, medallion, necklace, ring, scarab. *Effect:* +1 bonus on saves against Conjunction spells and effects. *Duration:* An item of gold jewelry protects against 8 levels of spells. *Purchase DC:* 8.

**Hemlock:** The leaves and flowers of the hemlock plant have long been used in both poisons and alchemical compounds. As it functions, a hemlock talisman dries, becomes brittle and curled, and eventually crumbles. *Description:* A sprig of hemlock. *Worn as:* Amulet, brooch, medallion, scarab. *Effect:* +1 bonus on all saves against Necromancy spells and effects. *Duration:* A sprig of hemlock protects against 8 levels of spells. *Purchase DC:* 5.

**Horseshoe:** A longtime symbol of good luck, some hold that a horseshoe must be displayed with the open part facing up, but that is unnecessary. As the horseshoe functions, it rusts (or corrodes) and crumbles. *Description:* A horseshoe, minimum one inch across, made of metal. *Worn as:* Amulet, brooch, earring, medallion, necklace, scarab. *Effect:* +1 bonus on all saves against Abjuration spells and effects. *Duration:* Horseshoes protect against 8 levels of spells. *Purchase DC:* 5.

**Hu Fu:** Also called a “fu charm,” it is created by trained Taoist priests and sorcerers. As it functions, this talisman dries, fades, and becomes brittle. *Description:* Yellow rice paper painted with secret words and ideographs. *Worn as:* Amulet, brooch, headband; medallion, scarab. *Effect:* +1 bonus on Will saves against Divination spells and effects. *Duration:* *Hu fu* protect against 4 levels of spells. *Purchase DC:* 5.



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**Jade:** Jade provides protection against necromancy and evil beings. As it functions, jade slowly darkens and softens.

*Description:* A piece of jade of any color, roughly the size

of a human finger. *Worn as:* Amulet, bracelet, brooch, earring, medallion, necklace, ring, scarab. *Effect:* +1 bonus on saves against Necromancy spells and effects and against the spell-like and supernatural abilities of creatures with an allegiance to evil, such as fiends. *Duration:* A piece of jade protects against 12 levels of spells. *Purchase DC:* 15.

**Mercury:** The strange properties of quicksilver, the only metal that is liquid at room temperature, have fascinated alchemists and scientists for centuries. As it functions, a mercury talisman gradually hardens until it is no longer liquid. *Description:* A vial containing a few ounces of mercury. *Worn as:* Amulet, brooch, necklace. *Effect:* +1 bonus on Will saves against Illusion spells and effects. *Duration:* A vial of mercury protects against 4 levels of spells. *Purchase DC:* 6.

**Oak and Ash:** These two types of wood, combined, provide protection against illusion and Fey creatures. As they function, the wood gradually chars and becomes brittle. *Description:* Two green twigs woven together. *Worn as:* Bracelet, headband, necklace. *Effect:* +1 bonus on all saves against Illusion spells and effects, and against the spell-like and supernatural abilities of Fey creatures. *Duration:* Oak and ash protect against 12 levels of spells. *Purchase DC:* —.

**Pearl:** A talisman is made from a natural pearl, not from an artificial one. As a pearl talisman functions, it loses its luster and shine until it resembles a dull, plastic bead. *Description:* A single pearl. *Worn as:* Amulet, brooch, earring, medallion, necklace, ring, scarab. *Effect:* +1 bonus on all saves against Transmutation spells and effects. *Duration:* A pearl protects against 8 levels of spells. *Purchase DC:* 10.

**Predator Claw:** The claw of a bear or a big cat once indicated bravery and skill as a hunter. As it functions, the claw gradually chips and flakes. *Description:* The single claw of a bear or a big cat. *Worn as:* Bracelet, necklace. *Effect:* +1 bonus on Will saves against Conjunction (summoning) spells and effects. *Duration:* A predator claw protects against 4 levels of spells. *Purchase DC:* 10.

**Predator Fang:** The fang of a bear, big cat, boar (tusk), or feral canine can be an efficacious talisman. As it functions, the fang gradually chips and flakes. *Description:* The single fang of a

bear, big cat, or canine, or the tusk of a boar. *Worn as:* Bracelet, necklace. *Effect:* +1 bonus on all saves against Conjunction (summoning) spells and effects. *Duration:* A predator fang

protects against 8 levels of spells. *Purchase DC:* 10.

**Rabbit's Foot:** A simple rabbit's foot is supposed to be lucky, even though having four of them didn't do the rabbit any good. As it functions, the fur falls out in clumps. *Description:* The single foot of an adult rabbit. *Worn as:* Necklace, or carried in one hand. *Effect:* +1 bonus on Reflex saves against Conjunction (creation) spells. *Duration:* A rabbit's foot protects against 4 levels of spells. *Purchase DC:* 2.

**Silk Charm:** These charms are woven from crimson-colored silk. As it functions, a silk charm becomes worn and threadbare, and any attachments fall off and cannot be replaced. *Description:* A ribbon of crimson-colored silk woven into an elaborate pattern, sometimes with beads, mirrors, charms, or gems attached. *Worn as:* Brooch, headband. *Effect:* +1 bonus on all saves against

Divination spells and effects and a +1 luck bonus to Defense.

*Duration:* A silk charm protects against 12 levels of spells—each attack it affects counts as 1 spell level. *Purchase DC:* 12.

**Thousand-stitch Headband:** Many Japanese aviators wore items similar to these during World War II. The thousand-stitch headband is a piece of silk embroidered with prayers. This embroidery requires one thousand stitches, thus the name. As it functions, this talisman becomes worn, threadbare, and stained. *Description:* A silk headband stitched with prayers; it may have other decorations. *Worn as:* Headband. *Effect:* +1 bonus on all saves against Divination spells and effects. *Duration:* A thousand-stitch headband protects against 8 levels of spells. *Purchase DC:* 5.

**Wolfsbane:** This plant, also known as aconite or monkshood, is of the same family as buttercups. Aconitine, an alkaloid derived from certain varieties of this plant, is sometimes used as a sedative. The poisonous qualities of wolfsbane have been recognized for centuries. As it functions, a wolfsbane talisman dries and crumbles. *Description:* A sprig of wolfsbane. *Worn as:* Amulet, bracelet, brooch, medallion, necklace. *Effect:* +1 bonus on Will saves against Transmutation spells and effects. *Duration:* A sprig of wolfsbane protects against 4 levels of spells. *Purchase DC:* 3.

**Worry Beads:** Worry beads may be as simple as wooden beads on a cotton or nylon string or as elaborate as intricately



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carved gems on silk thread. As they function, beads crack and fall from the string. *Description:* A string of beads. *Worn as:* Belt, bracelet, necklace, or carried in the hand. *Effect:* +1 bonus on Will saves against mind-affecting Enchantment spells and effects. *Duration:* A set of prayer beads protects against 4 levels of spells. *Purchase DC:* 2.

### Divine Talismans

These three talismans have special functions based on faith and belief. They follow a different format from that of other talismans.

**Holy Symbols and Medallions:** It is true that some creatures have an aversion to holy symbols, holy medallions, and so forth (see Creature Weaknesses in Chapter 8 in the *d20 Modern Roleplaying Game*). All that is necessary to use them against such creatures is to present them. However, wearing such a symbol openly (as a headband, amulet, brooch, medallion, necklace, scarab, or ring; see Limit on FX Items Worn in Chapter 10 of the *d20 Modern Roleplaying Game*) while reciting an appropriate chant or prayer can provide some additional protection. Using the symbol in this manner counts as an attack action. The benefit is a +1 bonus on Will saves against Divine spells, and against the spell-like and supernatural abilities of outsiders. The protection lasts for 1 round, and the prayer or chant can be repeated as often as is necessary.

**Holy Water:** Holy water provides protection against evil. As it functions, the water grows murky and dark. *Description:* A vial of holy water. *Worn as:* Amulet, medallion, necklace, scarab. *Effect:* +1 bonus on saves against the abilities of outsiders with allegiances to evil and against spells cast by characters or creatures with allegiances to evil. *Duration:* Holy water protects against 10 levels of spells. *Purchase DC:* 15

**Phylactery:** A phylactery is a strip of parchment on which holy text is written, worn against the body in a box or some other container. The word “phylactery” comes from the Greek for “safeguard”, and they are also known as *tephillin* (Aramaic for “attachment”). A phylactery takes up two places on the body, a headband and a bracelet (see Limit on FX Items Worn in Chapter 10 of the *d20 Modern Roleplaying Game*). Putting on a phylactery is a ritual in itself, requiring 10 minutes. Once appropriately donned, for as long as it is worn the phylactery provides a +1 bonus on all saves against Divine spells, and against the spell-like and supernatural abilities of outsiders.

### Combining Talismans

It is possible to combine talismans that do overlapping things by wearing them on different parts of the body. For example, a hero could wear a predator claw on a bracelet and a predator fang on a necklace. That hero would get a +2 bonus on Will saves against Conjunction (summoning) spells and effects, and a +1 bonus on all other saves against Conjunction (summoning) spells and effects. Each talisman deteriorates a bit every time it is used.

It is possible in some cases to combine talismans that do exactly the same thing since most of the bonuses have no type (enhancement, equipment, luck, etc.) associated with them. A hero can wear two of the same talisman and benefit from both if that talisman can be worn as a ring or as an earring. A

hero can benefit from two of the same hand-carried talisman provided he carries one talisman in each hand.

It is equally possible to combine different talismans worn on the same part of the body that do different things. Medicine bags, necklaces, and charm bracelets are common methods of doing this. For example, a hero could combine a rabbit’s foot, amber, and jade in a bag worn around his neck (all can be worn as necklaces). That hero gets the benefit of all three because each protects against a different school of magic. A bag, necklace, or bracelet can hold up to 5 individual talismans.

A character may only benefit from a limited number of talismans at a time (see Limit on FX Items in Chapter 10 of the *d20 Modern Roleplaying Game*). However, when dealing with talismans only (not FX items) a character may choose to wear more than one pair of earrings, more than two rings, and so on and gain benefit from only one of them. The advantage is that when one talisman is exhausted another automatically begins protecting him. When a character dons more talismans than he can use at once, the player chooses which is active, and in what order the extra talismans will become effective when the active one is destroyed. Changing this prearranged order counts as a move action.

## New Feats

There are a handful of “metamagic” feats—abilities that can only be gained by characters that have spellcasting ability. It makes sense, then, that in a campaign where there is a significant difference between the magical “haves” and “have nots” there would also be a number of feats that can only be taken by characters that cannot access arcane or divine powers.

The following new feats are suitable for use in any modern d20 System game that features spellcasting.

### Eldritch Knowledge

You have a deep knowledge and understanding of the materials, effects, and residues associated with spellcasters and their craft.

**Prerequisites:** Concentration 2 ranks, Decipher Script 2 ranks, Research 2 ranks, no spellcasting ability.

**Benefit:** Knowledge (arcane lore) and Spellcraft become permanent class skills for you. Information on Knowledge (arcane lore) can be found in Chapter 2 of the *d20 Modern Roleplaying Game*. Information on Spellcraft appears in Chapter 9 of the *d20 Modern Roleplaying Game*. Note that some uses of Spellcraft are only useful to characters who can cast spells, and thus are not available to a character with this feat.

### Magical Ground

You are so grounded in mundane reality that some spells fail to affect you.

**Prerequisites:** Base Will save +4, no spellcasting ability.

**Benefits:** You gain spell resistance equal to 5 + half your character level.

**Special:** You must also make a spell resistance check in order to use any FX item. For example, Marcy is a Dedicated hero 5/Investigator 3 and has the Magical Ground feat, so she has SR 9 (5 + half her character level). She wants to drink a



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*potion of Constitution*, so she rolls 1d20 and adds the item's caster level (5th, in this case). She gets a 15, which is well above her SR, and the potion works.

### Magical Sink

Your very presence can cause nearby spells to fail.

**Prerequisites:** Base Will save +6, no spellcasting abilities, Magical Ground.

**Benefits:** There is an anti-magic zone centered on you and extending in every direction for a number of feet equal to 10 + your character level. All creatures and items within this zone must make a level check (DC 5 + your character level) every time they attempt to cast a spell or use a spell-like ability. If the check fails, the spell or ability fails, too.

If you are targeted by a spell cast from outside this zone, your SR is equal to 5 + your character level. This is used in place of the SR provided by Magical Ground, not in addition to it.

**Special:** You may never use any FX item; they simply will not work for you.

### MSI: Magic Scene Investigations

Whether your heroes are cops or criminals, sooner or later you will need to understand the impact of magic on crime. In a world where magic is routinely used, even mundane police officers, forensic scientists, and private eyes need to be able to recognize when magic has been used at the scene of an investigation.

Many of the spells mentioned in this section come from this book or the *Modern Players Companion*.

## Crime

First, let's examine how spells are likely to be used in the commission of crimes. One thing it's important to remember about magic in modern d20 System games is that it requires time and dedication to acquire. Partly as a result of that, FX items are expensive. Magic won't be used in the commission of petty crime unless one or both of those things changes.

That still leaves a great deal of crime that could potentially be augmented magically, including murder, theft, blackmail, extortion, and arson, to name just a few. Some spells, like *magic missile* and *invisibility*, have such obvious applications there is no point in discussing them here. Others require more imagination. *Mage hand*, for example, could be used to turn out a light switch at a critical moment, causing someone to injure herself, perhaps fatally. Additional criminal spells include:

**Be the Ball:** When you really, really need to make that Move Silently or Disable Device check.

**Catalog:** If you need to know which safety deposit box to crack, this spell will tell you. However, if there are more than a few such boxes, this won't narrow down your choices far enough.

**Download Skill:** The bonus is lower than *be the ball*, but it lasts longer. Very useful for when you'll need to make a series of checks with a single skill.

**Electromagnetic Pulse:** Consider three things when choosing between this spell and *degauss* (found in the *Urban Arcana Campaign Setting*). First, this is higher level. You may need that third-level spell slot for something else, making *degauss* a better choice. Second, this spell is much more obvious. One electrical circuit might fail randomly, but when every electrical





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circuit in a 20-foot-radius burst fails simultaneously, it's suspicious. Third, it affects every electrical circuit in that radius, including your cell phone, PDA, digital watch, night-vision goggles, and any other computerized tools you brought with you. Also keep in mind that many alarm systems automatically send a warning signal to the company monitoring them when the system fails (so keep *communication barrier* handy).

**Floor It:** If you have to make your get away by automobile, this could be indispensable.

**Hermetic Membrane:** A great spell for protecting yourself, but not the rest of your team. Then again, if you're a criminal maybe you don't care about anyone else. If you want to be a team player, check out *trace purge* (found in the *Urban Arcana Campaign Setting*) as an alternative.

**Light-Gathering Eyes:** Of a lower level than *darkvision* (found in the *Urban Arcana Campaign Setting*), it requires some ambient light to work.

**Rebroadcast:** Make a closed-circuit television camera show a minute where you aren't in view. Since it doesn't damage or disable the camera, it's hardly noticeable.

**Search Room:** This spell doesn't guarantee success, but it speeds up searching an entire room and you only need to name the item for which you're looking.

**Send as Attachment:** Afraid the police will find and search you? Avoid the hassle by sending small, high-value items over the Internet with this spell. Just remember that a record of the sent message is stored on the computer you used to send it, and you may want to *degauss* that machine.

**Tinnitus:** Combined with *be the ball* or *download skill*, this can almost guarantee you'll successfully sneak past a guard.

**Welding Touch:** Sometimes you need to break in, and a cutting torch is too heavy or noticeable.

**Whorlooparch:** When a complete lack of evidence would be suspicious by itself, you can use this to leave fingerprints—just not any that can be traced back to you.

### Identification

The first step in investigating a crime that involves magic is realizing that spellcasting was involved. Sometimes that will be obvious. The detritus left behind by *ice storm*, for example, would be an obvious sign in Miami, but not in Nome. And evidence is not always that obvious. Even something as simple as an apparent suicide could actually be the result of an assailant moving a chair with *mage hand*.

For investigators with access to spellcasters of their own, the spell *detect magical aura* is an ideal tool for examining the scene of a crime—if you arrive soon enough. The longest aura duration, according to the spell description in Chapter 10 of the *d20 Modern Roleplaying Game*, is 1d6 days; some auras may last an hour or less.

Alternatively, an investigator can make a Spellcraft check to determine whether or not it is likely that magic was used on the scene. In order to do so, the spell must have produced effects detectable by the five mundane senses. A Search check (DC 25) should reveal any such evidence, but the GM must determine if such signs are present and may decide to set the DC higher if they are well hidden. An object moved by a *levitate*

spell might show general signs of having fallen from a height, but not direct evidence that a spell lifted it above the surface on which it now rests. A character struck by *magic missile* will have a number of serious wounds on his body, but while a lack of an obvious weapon might seem suspicious, it is not in itself damning evidence. A detective who knows a thing or two about magic might be allowed to attempt an Investigate or Spellcraft check to notice that the wounds were not made by a mundane weapon, but only timely use of *detect magical aura* can tell for certain that a spell caused the wounds.

Ultimately, identifying the use of magic requires knowledge, experience, and common sense. If magic is common and well known in your campaign, the police will quickly recognize suspicious signs and notify their crime scene investigators that a forensic mage is necessary. If magic is rare or rarely known, police may call on “consultants” with reputations for solving unsolvable crimes—but usually after the magical evidence has long since dissipated.

### Investigation

An investigator, even one who is a spellcaster, should not rely only on magic. No amount of arcane assistance will replace the skilled use of the five mundane senses when examining the scene and considering all the evidence. Still, once the heroes know magic was involved, they can leave the collection of forensic evidence to the other investigators and concentrate on the magic side. Some tools in an investigator's kit include:

**Arcane Eye:** This spell is ideal for checking those pesky ventilation ducts, crawlspaces, and other tight spots where a horrible monster could be lurking, or where evidence might linger out of sight of conventional investigation methods.

**Augury:** When time is of the essence, you can't waste it running down dead ends. You need to know which clues to follow, and this spell can help.

**Comprehend Languages:** You can't speak every language under the sun. If a crime happens in Little Odessa, Chinatown, or Spanish Harlem, it might behoove you to understand a language other than English. That's where this spell comes in handy. Remember that even when the witnesses can't see through the veil of Shadow, they may have seen the criminal, or seen mundane effects that they can describe and assist your investigation. After all, everyone knows what snow and ice look like, even if they don't understand (or believe) that they might not have formed naturally.

**Detect Magical Aura:** A 0-level spell that, when combined with Spellcraft, can provide you with a great deal of information about the spell or spells used. Unfortunately, it is time-critical. If a perpetrator successfully hides the crime or its magical nature long enough, this spell provides no benefit. A clever criminal may also have used *undetectable magical aura*, so investigators would do well to not become overly reliant on this method.

**Discern Lies:** While *zone of truth* (see below) can force someone to tell the truth, sometimes an investigator only needs to know if someone is lying. That knowledge can reveal that the subject is trying to protect himself or someone else, and gives the investigator a reason to put greater effort into an interrogation.

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### Justice

**Dispel Magic:** Some spells may still be in effect when the investigators arrive. It may be necessary to dispel them to protect the investigators and the scene (e.g., dispel a *glyph of warding* or an *energy trap*), or to see the evidence as it is (e.g., dispel an illusion). If the spell-wielding criminal is still present, this spell may be the only protection the team has.

**Enhance Ability:** An investigator's senses are key to locating and examining evidence. This spell is an excellent choice for increasing Intelligence or Wisdom scores at the scene of a crime.

**Hold Portal:** It may seem odd to lock a door after a crime has been committed, but it is still important to preserve the scene and prevent contamination of evidence. This spell can help do that.

**Instant Identify:** If there's an FX item at the scene, or if there is reason to suspect that *undetectable magical aura* has been used, this spell is the tool to reveal it.

**Locate Object:** This spell is particularly useful when investigating a kidnapping or a robbery. Although it can't locate a creature, it can locate an article of clothing or jewelry worn by the creature. However, even given very accurate information, the object must be within the spell's area of effect. This spell is most useful for pinpointing something or someone once the investigators have the general location determined. Remember, though, that this spell will not provide sufficient grounds for getting a search warrant unless magic is accepted and well known in your campaign.

**Raise Dead:** In campaigns where magic is not common knowledge, returning a victim to life removes the *corpus delicti*. Without a corpse, technically, there has been no murder—though the charge could be reduced to attempted murder, instead. In other cases, investigators may wish to raise a witness to get a description of the criminal. In campaigns where magic is well known, the legal system may adapt to allow a raised character to testify about his own murder!

**Read Magic:** If magical writing is present, it almost certainly is either a clue or a message aimed directly at the investigators. In either case, deciphering the message is key.

**Resurrect Computer:** If the criminal used *instant connectivity* or *send as attachment*, this spell can recover records of those events from otherwise inaccessible electronic files. The drawback is that the caster has to choose a specific time to which the computer must revert. If the investigator guesses too low, the computer might still be broken. If he guessed too long, the records may not indicate that criminal events have happened yet.

**Reverse View Mirror:** Although it only goes back fifteen minutes, those last fifteen minutes of a vehicle's movement can be very informative.

**Sympathetic Trail:** The ability to locate tracks and the assistance this spell adds to following those tracks can be invaluable.

**True Seeing:** This spell's real use in investigating crimes is seeing objects that are hidden or have been altered by illusion or transmutation.

**Zone of Truth:** The ability to know truth from lies is important for detectives, but when questioning witnesses about what they saw, this spell can remove a lot of guesswork and hunches.

In campaigns where magic is relatively unknown, bringing a magic-using criminal to justice can be extremely difficult. If the proof of the crime lies in arcane evidence, an investigator may have to choose between her own sense of right and wrong, the situational morality of falsifying mundane evidence in order to convict a spellcasting criminal, and slipping into outright vigilantism in order to see that the perpetrator gets what he deserves. But if the investigator plans to take a spellcasting criminal through a mundane justice system she must focus on the three fundamental categories of evidence: means, motive, and opportunity.

Means is the toughest category. After all, if the general public and the justice system don't accept that magic exists, then the investigator cannot prove the defendant in a murder trial used a *magic missile* to kill the victim. Items stolen using *telekinesis* and *send as attachment*, and sent directly to a fence, may never actually have been touched by the suspect, in which case there are no fingerprints, no oils, and no fibers from his clothing. Heroes may have to get inventive and come up with plausible (if inaccurate) mundane means instead if they want to get the courts to even consider trying the case.

Motives are often difficult to prove even when everyone involved is human. In cases where the court sees the defendant as a human but the defendant is actually something else (as will often be the case in the *Urban Arcana Campaign Setting*), motive can be very difficult to understand—it is hard to get a jury to understand the thought process of a monstrous creature. The investigator must start by uncovering proof of a relationship between victim and defendant with such things as phone records, photographs, accounts in publications, receipts, and so forth. Though mundane, this proof will stand up in court regardless of how well known magic is in the campaign.

From that point, the investigator moves to commonalities and differences. Perhaps the defendant and victim both collected archaeological relics and had been known to quarrel at auctions, perhaps they both courted the same person, or perhaps they had violently different political opinions. Good old-fashioned detective work augmented by spells that help the investigator relate to other people and gather testimony from witnesses is the best use of magic in this case.

Opportunity can be complicated to prove when magic is involved. If the defendant is known to have been on another continent at the time, a magic savvy investigator might realize he traveled to and from the scene of the crime using *Internet connectivity*, but the courts will likely not admit such a possibility. Investigators may have to settle for saddling the perpetrator with a lesser charge, such as receipt or possession of stolen goods rather than grand theft. Heroes should bear in mind that when Al Capone finally went to prison it was for income tax evasion, not for murder, conspiracy, racketeering, bootlegging, or any of the other charges of which he was doubtless guilty.

Even after the District Attorney decides that there's enough evidence to go to trial, an investigator's work isn't finished. She may need to go to the trial and sit close enough to the witness stand to target the person sitting in it with *zone of truth*. The investigator will want to plan with the DA or defense



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attorney to try to get a recess immediately before key people are questioned. It will be much easier to cast spells at that time than when court is in session. It is important, though, that the attorney knows to ask key questions quickly so the answers come before the spell ends.

If magic is widely understood and accepted in the campaign, then things become much easier. A defendant's spellbook can be used to prove means. Most courts will have a bailiff or other officer cast *zone of truth* repeatedly throughout the trial. A spellcaster can be sworn in as an expert witness and then use spells like *instant identify* or *discern lies* to provide testimony. Many of the spells used during the investigation process can (and must) be used again during the trial to provide evidence and testimony.

### Arcane Investigator

The Arcane Investigator relentlessly pursues the truth, no matter how strange it may be or how uncomfortable it makes her neighbors. She knows there are things in this world that most people cannot see or simply choose to ignore. However, the Arcane Investigator cannot turn a blind eye to these mysteries—she feels an undeniable urge to dig until the truth is revealed. Whether she is searching the backwoods for proof of a legendary beast, hunting ghosts in an abandoned mansion, or investigating a cult that seems to have access to magical powers, the Arcane Investigator doggedly takes on cases the authorities refuse to take seriously.

Select this advanced class if you want your hero to dedicate herself to solving mysteries and crimes that ordinary folks like to pretend aren't real.

The fastest path to this advanced class is from the Dedicated hero basic class, though other paths are possible.

#### Requirements

To qualify to become an Arcane Investigator, a character must fulfill the following criteria.

**Base Defense Bonus:** +2.

**Base Will Save:** +2.

**Skills:** Investigate 6 ranks, Knowledge (arcane lore) 6 ranks, Knowledge (theology and philosophy) 6 ranks, Sense Motive 6 ranks, Spot 6 ranks.

**Feat:** Track.

#### Class Information

The following information pertains to the Arcane Investigator advanced class.

#### Hit Die

The Arcane Investigator gains 1d8 hit points per level. The character's Constitution modifier applies.

#### Action Points

The Arcane Investigator gains a number of action points equal to 6 + one half her character level, rounded down, every time she attains a new level in this class.

#### Class Skills

The Arcane Investigator's class skills are as follows.

Bluff (Cha), Craft (visual art, writing) (Int), Decipher Script (Int), Gather Information (Cha), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, tactics, theology and philosophy) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis), and Survival (Wis).

**Skill Points at Each Level:** 5 + Int modifier.

#### Class Features

The following features pertain to the Arcane Investigator advanced class.

#### Target Bonus

The Arcane Investigator, as a full-round action, may designate an individual as a target. She spends 1 action point to select a target and thereafter gains a competence bonus on certain

actions involving that particular target. The Arcane Investigator does not need to know the target personally and may know him only through his actions or description ("The zombie that robbed the liquor store on 12th Street," or "The photographer who took the UFO photo that's in today's newspaper" will do, as will a picture or a dossier). The Arcane Investigator may not select a target while she or the target is in combat, and once she chooses a target she must wait 24 hours before choosing another.

The Arcane Investigator gains a +1 target bonus on attacks against that target, as well as when using the following skills directly against the target, or in tracking a target: Bluff, Computer Use, Gather Information, Investigate, Listen, Research, Search, Sense Motive, and Spot. The target





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bonus applies to a single individual and lasts until the Arcane Investigator chooses a new target.

### Personal Demon

At 2nd level, the Arcane Investigator gains a special insight into the behavior patterns, tactics, and weaknesses of a specific type of supernatural creature.

The Arcane Investigator may select a type of creature from among those given on Table 3–3: Arcane Investigator’s Personal Demons. Due to her extensive study of her chosen type of foe and training in proper techniques for combating such creatures, the Arcane Investigator gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, she gets a +2 bonus on damage rolls against such creatures.

At 5th level, and again at 8th level, the Arcane Investigator may select an additional personal demon from those given on the table. Alternatively, instead of choosing a new personal demon, the Arcane Investigator may choose to increase the bonus she gets against one personal demon by +2. For example, a 5th-level Arcane Investigator may have two personal demons (each at +2 to the appropriate rolls) or only one (at +4). A 8th-level Arcane Investigator may have three personal demons (all at +2), two personal demons (one at +4, the other at +2), or only one (at +6 to all appropriate rolls).

### Bonus Feat

At 3rd, 6th, and 9th levels, the Arcane Investigator gets a bonus feat. The bonus feat must be selected from the following list, and the Arcane Investigator must meet all of the prerequisites for the feat to select it.

Advanced Firearms Proficiency, Attentive, Cohort\*, Collector\*, Educated, Guide, Iron Will, Jack of All Trades, Magic Defense\*, Magical Ground\*\*, Magical Sink\*\*, Personal Firearms Proficiency, Studious, Supernatural Strike.

\* Feat appears in the *Modern Player’s Companion*.

\*\* Feat appears in this book.

### Swift Track

At 4th level, the Arcane Investigator may move at normal speed while using Track without taking the –5 penalty.

**Table 3–3: Arcane Investigator’s Personal Demons**

Type (Subtype)	Examples
Aberration	otyugh
Construct	flesh golem, robot
Dragon	red dragon
Elemental	invisible stalker
Fey	dryad, tooth fairy
Giant	ogre, troll
Humanoid (aquatic)	merfolk
Humanoid (forest dwelling)	elf, gnom, halfling
Humanoid (lycanthrope)	werewolf, wererat
Humanoid (nomadic)	goblin, orc
Humanoid (reptilian)	kobold, troglodyte
Humanoid (underground)	dwarf, gnome
Magical Beast	gargoyle
Monstrous Humanoid	minotaur, skunk ape
Ooze	terrestrial effluvium
Outsider (good/evil)	celestial, fiend
Outsider (law/chaos)	demon, efreeti
Plant	monstrous flytrap
Undead	mummy, zombie
Vermin	monstrous spider

### Spellcraft

At 7th level, the Arcane Investigator gains the Spellcraft class skill, as described under the Mage advanced class in Chapter 9 of the *d20 Modern Roleplaying Game*.

### Use Magic Device

At 7th level, the Arcane Investigator gains the Use Magic Device class skill, as described under the Occultist advanced class in Chapter 9 of the *d20 Modern Roleplaying Game*.

### Detect Magical Aura

At 10th level, the Arcane Investigator gains the spell-like ability to *detect magical aura*. The Arcane Investigator may use this effect up to 3 times per day, and each use lasts for 20 minutes.

**Table 3-2: The Arcane Investigator**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+2	Target bonus	+1	+0
2nd	+1	+2	+2	+3	Personal demon	+1	+0
3rd	+1	+2	+2	+3	Bonus feat	+2	+0
4th	+2	+2	+2	+4	Swift track	+2	+0
5th	+2	+3	+3	+4	Personal demon	+3	+1
6th	+3	+3	+3	+5	Bonus feat	+3	+1
7th	+3	+4	+4	+5	Spellcraft, use magic device	+4	+1
8th	+4	+4	+4	+6	Personal demon	+4	+1
9th	+4	+4	+4	+6	Bonus feat	+5	+2
10th	+5	+5	+5	+7	Detect magical aura	+5	+2

# Chapter Four: FX Equipment

The existence of magic in the modern world allows spellcasters and other artificers to craft or augment weapons, tools, and equipment that are truly extraordinary. While magic is often used to simply improve what's already out there, it is also frequently employed to create items that couldn't otherwise exist. The following items are just a handful of the curious trinkets, tools, gadgets, and gear made possible by magic.

**Antenna Ball of Location:** Anyone who concentrates for 30 seconds on a mental image of this small ornament (available in many unique shapes and colors) can sense its general direction, as the *locate object* spell, as long as the antenna ball is affixed to the antenna of a motor vehicle and is within five miles.

*Type:* Wondrous Item (magic); *Caster Level:* 3; *Purchase DC:* 32; *Weight:* —

**Closed-Circuit Stickers:** These magic stickers come in sets of two: one “camera” and one “monitor.” Once the “camera” sticker (usually depicting a stylized eye graphic) is smoothed down on a surface, it will operate as a video camera, transmitting footage of the area directly in front of it (in a 50-foot-long cone) to the monitor sticker (generally depicting a stylized TV set), which also must be affixed to a surface within 200 feet of the camera. A set of *closed circuit stickers* will operate for 24 hours from the time the second of the two stickers is smoothed down. If either sticker is removed from the surface upon which it was affixed, or if the two surfaces move more than 200 feet apart, the effect immediately ends.

*Type:* Wondrous Item (magic); *Caster Level:* 7; *Purchase DC:* 29; *Weight:* —

**Combat Knife of Survival:** In addition to its primary function as a mundane melee weapon, the magic abilities of this heavy combat knife makes it an invaluable tool for anyone who may be caught in the wilderness. To make use of the magic power of the *combat knife of survival*, the owner must mentally command the knife to perform the desired function and unscrew its compass-topped pommel to access the assorted survival gear produced within the hollow of the magic handle.

- Rations sufficient to feed one meal to a single person—1/day
- One quart of clean drinking water—2/day
- Flare (as if launched by a flare gun)—1/day

- Poncho (disintegrates after 24 hours)—1/day
- Tent (disintegrates after 24 hours)—1/day
- Matches, waterproof—6/day

In addition, the *combat knife of survival* can be mentally commanded to generate warmth (a comfortable 65° within a 5-foot radius) for up to six hours a day.

*Type:* Wondrous Item (magic); *Caster Level:* 3; *Purchase DC:* 35; *Weight:* 1 lb.

**Covert-Ops Cockroach:** This magic surveillance tool is an unsettlingly accurate replica of the common American cockroach (also known as the palmetto bug). Activated by firmly squeezing the abdomen and then placing it on the floor facing in the direction it's to be deployed, the *covert-ops cockroach* will move up to ten feet per round in a search for an adequate hiding place. The *covert-ops cockroach* can move up to 50 feet, total, and attempt to hide itself (with a +20 Hide skill modifier) before “dying”.

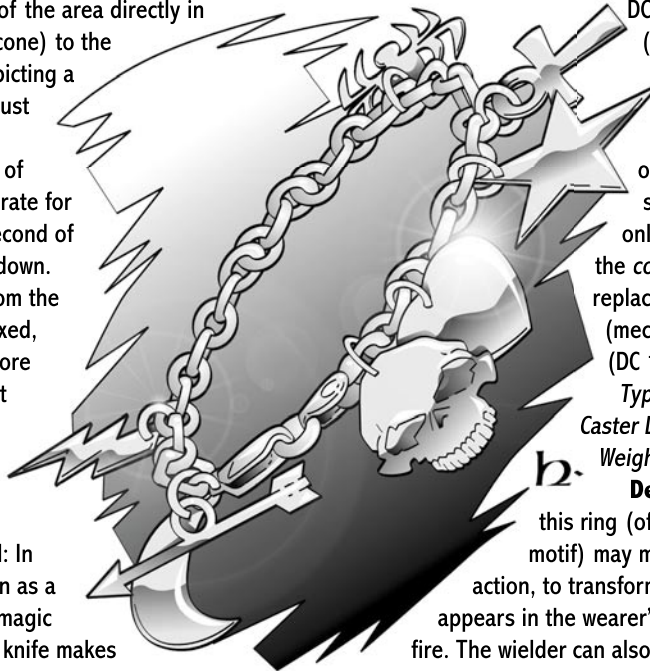
Upon dying, the *covert-ops cockroach* ceases movement and begins broadcasting any audible sounds (Listen check DC 15) to a preset frequency (etched on the underside of its carapace; DC 20 Search check to locate) for ten continuous minutes, at which point it runs out of power. The single watch-sized, magic battery (available online, Purchase DC 5) that powers the *covert-ops cockroach* may be replaced with a successful Craft (mechanical) or Repair skill check (DC 15).

*Type:* Wondrous Item (magic); *Caster Level:* 10; *Purchase DC:* 36; *Weight:* 0.5 lb.

**Derringer Ring:** The wearer of this ring (often crafted with a gold nugget motif) may mentally command it, as a free action, to transform into a derringer pistol—which appears in the wearer's hand, cocked and ready to fire. The wielder can also, as a free action, command the derringer to revert back into its ring form. The *derringer ring* is capable of firing two shots, after which it must be reloaded like an ordinary derringer.

*Type:* Wondrous Item (magic); *Caster Level:* 5; *Purchase DC:* 29; *Weight:* —

**Doorknocker of Barging:** This brass door fixture is sculpted to form a leering gargoyle whose gangly arms end in fists balled together to form the knocker. When placed against a locked portal, it will remain in place until intentionally removed. If the *doorknocker of barging* is rapped three times against the affixed surface, requiring a



Enchanted Charm Bracelet

## Chapter Four: FX Equipment

move action, it casts a *knock* spell upon that portal. It also creates a resounding booming noise audible to anyone within 100 feet who makes a successful Listen check (DC 5). The *knock* ability of the *doorknocker of barging* may be used twice per day.

*Type:* Wondrous Item (magic); *Caster Level:* 3; *Purchase DC:* 30; *Weight:* 5 lb.

**Enchanted Charm Bracelet:** This delicate-looking, sterling silver charm bracelet typically has six charms attached to it (though more can be added). Each charm (see Table 4-1: Possible Enchanted Charms) possesses its own unique power that's activated when the charm is detached from the bracelet by the wearer. Each charm functions once. Once all charms have been detached, the bracelet becomes a non-magical object.

To determine the purchase DC of a *bracelet of enchanted charms*, the GM should first determine which charms are attached. Then consult Table 7-1: Purchase DCs in chapter seven of the *d20 Modern Roleplaying Game* to convert each individual charm's purchase DC into a dollar value. Total up the combined dollar value of all of the charms and consult Table 7-1 again to determine the final purchase DC for that *bracelet of enchanted charms*.

*Type:* Wondrous Item (magic); *Caster Level:* 5; *Purchase DC:* Varies (See Text); *Weight:* 0.5 lb.

**Eye Drops of Low-Light Vision:** When a few drops of this solution are placed in each eye, they confer low-light vision for ten minutes (see Chapter 8 of the *d20 Modern Roleplaying Game*). Each bottle, when full, contains enough drops for ten applications. A single application (enough for two eyes) requires a full-round action.

*Type:* Wondrous Item (magic); *Caster Level:* 1; *Purchase DC:* 27; *Weight:* —

**FastAid Bracelets:** When one of these magically enhanced "slap bracelets" (available in an assortment of garish colors, patterns, and slogans) is applied, it confers its effect upon the wearer. To determine the effect of a particular *FastAid bracelet*, consult the table below.

d6	Effect	Purchase DC
1	<i>aid</i>	28
2	<i>cure light wounds</i> (1d8+1 points)	26
3	<i>cure moderate wounds</i> (2d8+3 points)	28
4	<i>delay poison</i>	28
5	<i>remove fear</i>	26
6	<i>remove paralysis</i>	28

The springy metal of the bracelet is rigid when ready for use, but when struck against a person's wrist, the tension in the bracelet causes it to snugly wrap around and hold itself in place. Applying a *FastAid bracelet*—or removing one—is an attack action.

*Type:* Wondrous Item (magic); *Caster Level:* 3; *Purchase DC:* Varies (See text) *Weight:* —

**Firebug's Matchbook:** When a match from this magic matchbook is lit (remember to close before striking), it may be thrown up to 20 feet. The ignited match deals 1d6+1 points of fire damage to any creature or object it strikes and sets alight any flammable non-attended objects within the target's 5-foot space. A *firebug's matchbook* typically contains twelve matches.

*Type:* Wondrous Item (magic); *Caster Level:* 3; *Purchase DC:* 29; *Weight:* —

**Table 4-1: Possible Enchanted Charms**

d20	Charm	Power	Purchase DC
1	Animal	Turns into animal depicted, which follows simple commands	31
2	Ankh	Casts <i>cure serious wounds</i> upon the wearer (3d8+5 points)	30
3	Arrow	Casts <i>magic missile</i> (3 missiles, 3d4+3 damage)	30
4	Balloon	Casts <i>levitate</i> upon the wearer (3rd-level Mage)	26
5	Bullet	Reloads one clip/cylinder with standard ballistic ammunition	28
6	Clover	+2 luck bonus to skill/ability checks, & saving throws for 1 hour	30
7	Eye of Horus	Functions as the <i>augury</i> spell (71% accuracy)	28
8	Feather	Casts <i>feather fall</i> upon the wearer (3rd-level Mage)	26
9	Key	Casts <i>knock</i> upon one object or portal (3rd-level Mage)	28
10	Lightning Bolt	Functions as the <i>lightning bolt</i> spell (5th-level Mage)	30
11	Mask	Casts <i>change self</i> upon the wearer (3rd-level Mage)	28
12	Megaphone	Functions as the <i>shatter</i> spell (3rd-level Acolyte)	28
13	Moon	Casts <i>darkvision</i> upon the wearer (3rd-level Mage)	28
14	Padlock	Casts <i>arcane lock</i> upon one object or portal (3rd-level Mage)	28
15	Seahorse	Casts <i>water breathing</i> upon the wearer (5th-level Mage)	30
16	Skull	Casts <i>animate dead</i> upon one corpse (3rd-level Acolyte)	28
17	Star	Functions as the <i>glitterdust</i> spell (3rd-level Mage)	28
18	Sun	Radiate light as the <i>light</i> spell (30-minute duration)	28
19	Sword	Turns into a mundane knife.	28
20	Winged Shoe	Doubles wearer's base speed for 10 rounds	31



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**Fizzy Lifting Soda:** When rapidly imbibed (a full-round action) this highly carbonated beverage magically fills the drinker's stomach with a lighter-than-air gas, causing the drinker to slowly rise into the air at a rate of 10 feet/round. The lifting effect persists for five rounds, though each round's upward movement may be negated at any time (as a free action) by belching forth the building gas. The gas built up in the drinker's system will last (maintaining altitude) for an additional five rounds before dissipating slowly, lowering the drinker to the ground over the course of another five rounds. The drinker may, at any time, spend a full-round action to fully purge the gas and alleviate all lifting effects with a single, prolonged belch—at which point the drinker may fall to the ground.

*Type:* Wondrous Item (magic); *Caster Level:* 3; *Purchase DC:* 28; *Weight:* 0.5 lb.

**Hand Stamp of Entry:** Normally applied to the back of a person's hand or wrist, the smudged mark produced by this self-inking rubber stamp appears to have been made by a club's or restaurant's official stamp. (Venues that charge a cover charge use hand stamps for customers who wish to leave the venue, but return later the same night.) The stamp provides a +5 bonus to Bluff or Diplomacy checks made to convince a doorman or bouncer that the individual has already paid the cover charge. Each *hand stamp of entry* contains enough ink to produce twelve such marks.

*Type:* Wondrous Item (magic); *Caster Level:* 1; *Purchase DC:* 27; *Weight:* —

**Jimmy's Credit Card:** This sturdy, but flexible plastic card can be easily slipped between a door and its frame to magically open any lock of DC 10 or less. After ten uses, *Jimmy's credit card* snaps in two and becomes non-magical and useless.

*Type:* Wondrous Item (magic); *Caster Level:* 1; *Purchase DC:* 27; *Weight:* —

**Lighter Fluid of Fire Elemental Summoning:** When the entire contents of this thin, metal, rune-covered bottle are squeezed out to form a single, large pool of flammable liquid (a process taking four rounds) and then lit, the resulting conflagration summons a Large fire elemental, which fully forms over the next round. The elemental is under the control of the person who lit the lighter fluid and can obey simple directions (e.g. "attack him", "smash that," etc.). Ten rounds after being summoned, the fire elemental disappears, leaving behind scorch marks, soot stains, and thick, cloying, black smoke. Once the bottle is emptied, it becomes non-magical.

*Type:* Wondrous Item (magic); *Caster Level:* 7; *Purchase DC:* 32; *Weight:* 0.5 lb.

**Luggage Rack of Pursuit:** When a person touches any part of the rack and utters a trigger word, illusory flashing blue, red, and white lights appear in a configuration resembling that of a police cruiser's overhead lights. Anyone viewing the lights produced by the *luggage rack of pursuit* is entitled to make a Spot check to determine that the vehicle producing the lights is not actually a legitimate police vehicle. To determine the Spot check DC, consult the table below:

Time of Day	Viewing Distance	Spot DC
Day	500 feet	20
Day	250 feet	10
Night	100 feet	20
Night	50 feet	10

*Type:* Wondrous Item (magic); *Caster Level:* 1; *Purchase DC:* 29; *Weight:* 50 lb.

**Ms. Tique Nail Polish:** When a person applies this acrylic polish to all five fingernails on a single hand, she gains a single use of a particular ability or power, determined by the color of the polish applied. Activating the polish takes an attack action. After the power is expended, the polish chips and flakes off immediately. Each bottle of *Ms. Tique nail polish* contains enough polish to provide six applications. Note that up to three layers of nail polish may be built up, even using different polishes, but only the current uppermost layer's powers may be used.

Color	Power	Purchase DC
Black Widow	<i>spider climb</i> (duration 10 minutes)	29
Cloudy Onyx	<i>inflict light wounds</i> (deals 1d8+1 points of damage)	27
Fast-n-Furious	+5 equipment bonus to Drive and Ride skill checks (duration 5 min.)	27
Flickering Crimson	<i>burning hands</i> (deals 1d4 points of damage)	27
Golden Starshine	<i>glitterdust</i> (range 110', duration 3 rounds)	29
Muted Plum	<i>ray of fatigue</i>	27
Shimmering Ivory	<i>cure light wounds</i> (heals 1d8+1 points of damage)	27
Silver Radiance	<i>searing light</i> (deals 1d8 points of damage)	31
Smooth-n-Natural	+5 equipment bonus to Sleight of Hand skill checks (duration 5 min.)	27

*Type:* Wondrous Item (magic); *Caster Level:* 5; *Purchase DC:* Varies (See text); *Weight:* —

**Parachute Pants:** Available in a variety of styles (including voluminous nylon), these pants protect their wearer from falls of more than ten feet with a magical *feather fall* effect that functions once per day.

*Type:* Wondrous Item (magic); *Caster Level:* 1; *Purchase DC:* 28; *Weight:* 1.5 lb.

**Phantom Watchdog Whistle:** When this high-pitched, magic dog whistle is blown, it casts the *phantom watchdog* spell (as if cast by a 9th-level Mage). A *phantom watchdog whistle* functions only once in a 48-hour period.

*Type:* Wondrous Item (magic); *Caster Level:* 9; *Purchase DC:* 35; *Weight:* —

**Pocket Conscience:** Often crafted in the form of a cartoon character or religious icon, this small figurine allows the possessor to cast an *augury* spell (75% accurate). Once the figurine has been used ten times, it loses its magical ability.

*Type:* Wondrous Item (magic); *Caster Level:* 5; *Purchase DC:* 30; *Weight:* —

## Chapter Four: FX Equipment

**Portable Peephole:** When placed against a door or other surface of less than three inches of thickness, this device magically penetrates the surface, allowing its lens to emerge on the other side, affording viewers a fish-eye-type view of whatever is on the other side, within a 30-degree arc. Anyone on the side being observed may notice the peephole by making a successful Spot check (DC 15). The *portable peephole* will remain imbedded in the door until it is pulled free (from either side) with a minimum of exertion (Strength check DC 5).

Type: Wondrous Item (magic); Caster Level: 1; Purchase DC: 29; Weight: —

**Potion Bottle Opener:** When this handy bartender's tool is used to open a properly chilled bottle or can (with a bottle cap or pop-top) while uttering the command phrase "Bottoms up!", the mundane beverage inside takes on the magical qualities of a potion of the same type as the *potion bottle opener*. So, a can of soda opened with a *potion bottle opener of cure light wounds* functions as a *potion of cure light wounds* while retaining its refreshing cola flavor. The potion must be immediately consumed (within two rounds), or it loses its magical properties. A *potion bottle opener* functions once a day.

d10 Roll	Type	Purchase DC
1	<i>potion of Charisma</i>	30
2	<i>potion of Constitution</i>	30
3	<i>potion of cure light wounds</i>	28
4	<i>potion of darkvision</i>	30
5	<i>potion of Dexterity</i>	30
6	<i>potion of Intelligence</i>	30
7	<i>potion of stealth</i>	31
8	<i>potion of Strength</i>	30
9	<i>potion of truth</i>	32
10	<i>potion of Wisdom</i>	30

Type: Wondrous Item (magic); Caster Level: 3; Purchase DC: Varies (See text); Weight: —

**Rickenbacker's Scarf:** This long, white silk scarf, embroidered on one end with an image of a top hat encircled by a ring, confers a +10 equipment bonus to Pilot skill checks.

Type: Wondrous Item (magic); Caster Level: 1; Purchase DC: 29; Weight: —

**Shirt of Vanishing:** Once per day, this black shirt, which comes in a variety of styles (most often a renaissance-style "poet's shirt"), allows its wearer to disappear from view, as the *invisibility* spell. To activate the power of a *shirt of vanishing*, the wearer must cross his arms with palms flat against his chest and remain immobile. The effect lasts for up to three minutes.

Type: Wondrous Item (magic); Caster Level: 3; Purchase DC: 29; Weight: 1.5 lb.

**Smuggler's Guidebook:** A hefty and ponderous-looking reference book (containing a variety of esoteric information), this magic tome contains a small extradimensional space capable of holding 5 pounds of objects, with a total combined volume of no more than 2 cubic feet. The extradimensional

space is only accessible when the book is deliberately opened to a specific page (flipping through the pages will not reveal the space).

Type: Wondrous Item (magic); Caster Level: 5; Purchase DC: 33; Weight: 3 lb.

**Sturgis Bandanna:** This colorful do-rag, made of cloth or leather, confers a +10 equipment bonus to all Ride skill checks made when operating a motorcycle.

Type: Wondrous Item (magic); Caster Level: 1; Purchase DC: 29; Weight: —

**Superhero Tee:** When worn and prominently displayed, this brightly colored t-shirt, festooned with the bold logo of a popular comic-book superhero, provides DR 10/ballistic to its wearer.

Type: Wondrous Item (magic); Caster Level: 7; Purchase DC: 35; Weight: 1 lb.

**Token of Water Elemental Summoning:** When this quarter-sized, rune-covered coin is completely immersed for four consecutive rounds in a shallow body of water less than eight feet deep—such as a fountain or swimming pool—it summons a Large water elemental, which appears on the fifth round. The elemental is under the control of the person who tossed the token and can obey simple directions (e.g. "attack him", "smash that," etc.). Ten rounds after being summoned, the water elemental disappears, reverting to ordinary water, often resulting in minor flooding and/or slippery floors. The coin vanishes as soon as the water elemental appears.

Type: Wondrous Item (magic); Caster Level: 7; Purchase DC: 32; Weight: —

**Two-Way Boutonniere:** When the stem of this sweet-smelling flower is held by the wearer (the flower must remain attached to the wearer's clothing), it functions as the *message* spell, useable once per day for up to 10 minutes. The maximum range of the boutonniere's communication is 110 feet.

Type: Wondrous Item (magic); Caster Level: 1; Purchase DC: 27; Weight: —

**Urban Camouflage:** This non-descript ensemble (consisting of a shirt, jacket, pants, and hat) provides a +5 circumstance bonus to all Bluff and Hide checks made while attempting to either follow a person or become lost in a crowd.

Type: Wondrous Item (magic); Caster Level: 1; Purchase DC: 27; Weight: 2 lb.

**Visitor's Doormat:** This small, weather-resistant rug (often adorned with messages, such as "Welcome", "Go Away", or "Please Wipe Your Feet") contains an extradimensional space large enough to hold a single tiny object, such as a house key. The space is activated when a person who stands on the *visitor's doormat* utters the command word. If there is an object stored in the doormat, it immediately appears under its upper right-hand corner. If there is no object currently being stored, and one is placed under the same corner, activating the doormat causes it to instantly vanish into the extradimensional space. If the *visitor's doormat* is destroyed, any object stored within the extradimensional space is automatically ejected.

Type: Wondrous Item (magic); Caster Level: 5; Purchase DC: 33; Weight: 2 lb.



## Chapter Four: FX Equipment

### Weapon Special Abilities

Magic weapons most often have enhancement bonuses, but they may also have special qualities, such as those listed below. A weapon with a special quality must have a +1 or better enhancement bonus.

Fully 30% of magic weapons shed light in a 20-foot radius. These glowing weapons cannot be concealed when drawn, nor can their light be shut off.

If a weapon has a special quality that the user needs to activate, then the user must speak a command word (an attack action).

**Chameleon:** A weapon with this ability may be magically transformed into another unremarkable, mundane object of the same size category, and back again, as an attack action. (For example, a chameleon 9mm pistol may be turned into a coffee mug, cell phone, or hardback novel.)

*Type: Weapon (magic); Caster Level: 7th (+1).*

**Hollywood:** A firearm with this ability never runs out of ammunition in the middle of a firefight. Once it has depleted all rounds in stored in its clip or cylinder, a Hollywood gun has the ability to continue firing (using normal ammunition) as long as at least one shot is fired at an armed target every round. Once the shooting stops (even if only for a single round), the Hollywood gun must pay the “ammo debt” by reloading the firearm with a number of bullets equal to its full normal capacity plus the number of “extra” shots fired; otherwise, the weapon will not operate again. (Note that all ammunition used when reloading the extra shots disappears as it is inserted into the clip or cylinder.)

*Type: Weapon (magic); Caster Level: 7th (+2).*

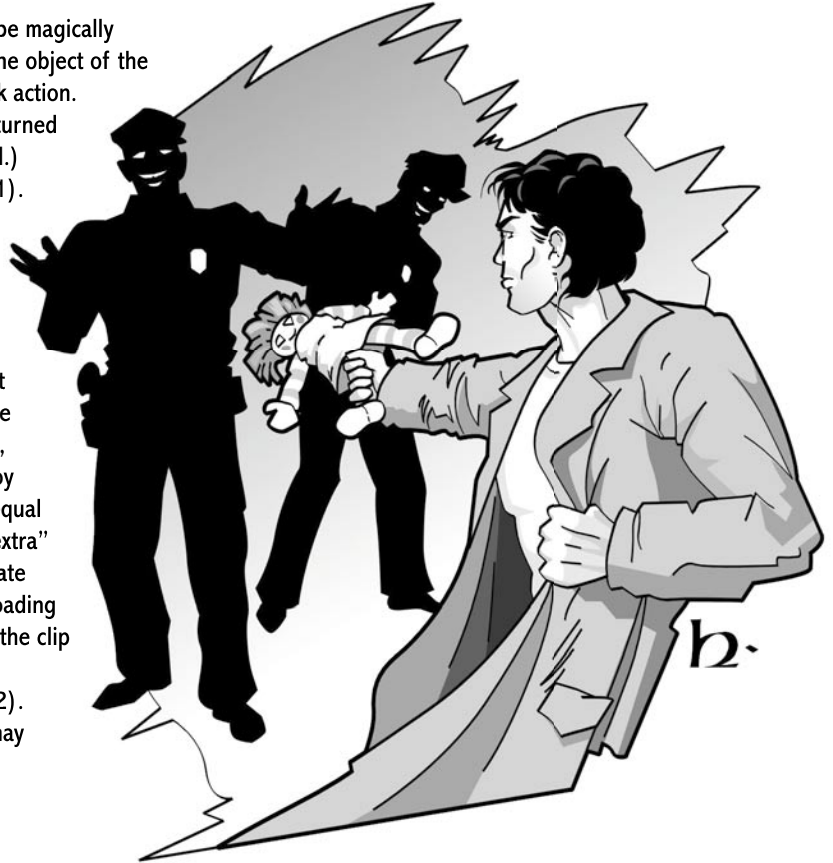
**Versatile:** Ranged weapons with this ability may

be loaded with two clips (or cylinders), one of which exists in an extradimensional space. The clips must contain different ammunition types (standard, hollow-point, armor-piercing, rubber, etc.). Once per round, as a free action, a person firing a versatile gun may command it to switch out one clip for the other.

*Type: Weapon (magic); Caster Level: 7th (+1).*

**Whispering:** Twice per day, before making an attack roll with a ranged weapon (firearm, bow, or crossbow) with this ability, the weapon can be mentally commanded to cast *silence*.

*Type: Weapon (magic); Caster Level: 7th (+1).*



# Appendix A: Elementals

Elementals are incarnations of the basic substance of nature. While elementals exist in many forms and sizes, these elementals are summoned by magic items presented in Chapter Four and in Chapter Four of *Modern Magic, Volume One*.

## Air Elemental

**Air Elemental:** CR 6; Large elemental (air); HD 8d8+24; hp 60; Mas 16; Init +11; Spd fly 100 ft. (perfect); Defense 20, touch 16, flat-footed 13 (–1 size, +7 Dex, +4 natural); BAB +6; Grap +12; Atk +7 melee (2d6+2, slam); Full Atk +7 melee (2d6+2, 2 slams), or +12 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ Air mastery, whirlwind, DR 5/–, darkvision 60 ft., elemental traits; AL none; SV Fort +5, Ref +13, Will +2; AP 0, Rep +0; Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11.

**Skills:** Hide +15, Listen +5, Move Silently +16, Spot +6.

**Feats:** Improved Initiative.

**Advancement:** 9–15 HD (Large).

**Air Mastery (Ex):** Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

**Whirlwind (Su):** The air elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has (4 rounds for a Large air elemental). In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size; the Large air elemental ranges from 10-40 feet tall. The elemental may control the exact height, but it must always be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take 2d6 damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 2d6 damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects is 16 (for a Large air elemental). The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15

+ spell level) if they wish to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental—such as the one created by a *balloon of air elemental summoning*—always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

## Earth Elemental

**Earth Elemental:** CR 6; Large elemental (earth); HD 8d8+32; hp 68; Mas 19; Init –1; Spd 20 ft.; Defense 18, touch 8, flat-footed 18 (–1 size, –1 Dex, +10 natural); BAB +6; Grap +17; Atk +12 melee (2d8+7, slam); Full Atk +12 melee (2d8+7, 2 slams), or +4 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ Earth mastery, push, DR 5/–, earth glide, darkvision 60 ft., elemental traits; AL none; SV Fort +10, Ref +1, Will +2; AP 0, Rep +0; Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11.

**Skills:** Climb +14, Intimidate +8, Listen +6, Spot +5.

**Feats:** Power Attack.

**Advancement:** 9–15 HD (Large).

**Earth Mastery (Ex):** An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

**Push (Ex):** An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

**Earth Glide (Ex):** An earth elemental can glide through stone, dirt, or almost any other sort of earth (except metal) as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. At the GM's discretion, spells or psionic powers that move large quantities of earth flings a burrowing elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.



## Appendix A: Elementals

### Fire Elemental

**Fire Elemental:** CR 6; Large elemental (fire); HD 8d8+24; hp 60; Mas 16; Init +5; Spd 50 ft.; Defense 18, touch 14, flat-footed 13 (–1 size, +5 Dex, +4 natural); BAB +6; Grap +12; Atk +8 melee (2d6+2, slam, plus 2d6 fire); Full Atk +10 melee (2d6+2, 2 slams, plus 2d6 fire), or +10 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ Burn, DR 5/–, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL none; SV Fort +5, Ref +11, Will +2; AP 0, Rep +0; Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11.

**Skills:** Intimidate +8, Listen +5, Jump +9, Spot +6.

**Feats:** Weapon Finesse.

**Advancement:** 9-15 HD (Large).

**Burn (Ex):** A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch on fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size (DC 17 for a Large fire elemental). A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save (DC 17).

### Water Elemental

**Water Elemental:** CR 6; Large elemental (water); HD 8d8+32; hp 68; Mas 19; Init +2; Spd 20 ft., swim 90 ft.; Defense 20, touch 11, flat-footed 18, (–1 size, +2 Dex, +9 natural); BAB +6; Grap +15; Atk +10 melee (2d8+5, slam); Full Atk +10 melee (2d8+5, 2 slams), or +4 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ Water mastery, drench, vortex, DR 5/–, earth glide, darkvision 60 ft., elemental traits; AL none; SV Fort +10, Ref +4, Will +2; AP 0, Rep +0; Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11.

**Skills:** Listen +5, Spot +6, Swim +13, Tumble +11.

**Feats:** Power Attack.

**Advancement:** 9-15 HD (Large).

**Water Mastery (Ex):** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

**Drench (Ex):** The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

**Vortex (Su):** The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10-40 feet tall (for a Large water elemental). The elemental controls the exact height, but it must always be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take 2d6 damage when caught in the vortex and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size; for a Large water elemental, the save DC is 19. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the vortex. Creatures caught in the vortex can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the vortex take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom of a body of water, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

**Skills:** A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

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